

Waffen SS (1944/45)

The Waffen SS was created as an elite force of soldiers dedicated to the Nazi Party. They fought well and earned a place in history as an extremely effective fighting force. History also records the atrocities they committed against enemies of the Party. By 1944, the initial all-volunteer professional force had changed to include increasing numbers of conscripts and non-German units. The outstanding esprit de corps of the Waffen SS enabled them to absorb these conscripts without significant loss in effectiveness.

Waffen SS (1944/45)

This army list allows you to field a Waffen SS 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 Waffen SS (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

The SS was created 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.

Waffen SS units led by a Standartenführer, Hauptsturmführer, Untersturmführer, Oberscharführer, Unterscharführer, or Rottenführer may move D6" in the Assault phase if they are not making an Assault move.

Your Greatest Weapon

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

Any Waffen SS vehicle may move D6" in the Assault phase.

Special Rules

Extra Armour

Germany was unique in fitting extra armour in the form of *Schützen* (skirting) to many of their tanks as a standard feature. Tanks 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.

Waffen SS Glossary

- Ersatzmann – replacement or newly arrived soldier
- Funker – signaller or radio operator
- Gruppe – group, section or squad
- Hauptsturmführer – company officer
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- Kanonier – gunner
- Oberscharführer – non-commissioned platoon leader
- Panzergrenadier – armoured infantryman, common soldier
- Panzerjäger – tank hunter
- Rottenführer – squad or section leader
- Scharfschütze – sniper or marksman
- Sdkfz – special purpose vehicle
- Standartenführer – senior officer
- Unterscharführer – assistant platoon leader
- Untersturmführer – platoon officer
- Zug – column or platoon

Waffen SS Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Standartenführer	4	4	3	3	1	4	1	10	6+
Hauptsturmführer	4	4	3	3	1	4	1	9	6+
Unterscharführer	3	3	3	3	1	3	1	8	6+
Panzergrenadier	3	3	3	3	1	3	1	8	6+
Veteran Unterscharführer	4	4	3	3	1	4	2	9	6+
Scharfschütze	3	5	3	3	1	3	1	8	6+
Rottenführer	3	3	3	3	1	3	1	8	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+
Panzerjäger	3	3	3	3	1	3	1	9	6+
Ersatzmann	2	2	3	3	1	2	1	7	6+
Pioneer	3	3	3	3	1	3	1	9	6+
Untersturmführer	4	4	3	3	1	4	1	8	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Schwimmwagen amphibious field car	5	5	5	3
Sdkfz 250 half-track	9	8	8	4
Sdkfz 250 half-track	9	8	8	3
Sdkfz 251/1 or 251/10 half-track	9	8	8	4
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	8	8	-
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	6	3
Sdkfz 251/22 SP anti-aircraft gun	9	8	8	3
Sdkfz 251/16 half-track	9	8	8	3
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
Flammpanzer III flame-throwing tank	12	10	10	3
Flammpanzer Hetzer flame-thrower	12	10	10	2
Sdkfz 222 light scout car	8	8	8	2
Sdkfz 250/9 half-track light scout car	9	8	8	2
Sdkfz 231 8-wheeled heavy scout car	9	8	8	2
Sdkfz 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 234/4 self-propelled gun	10	8	6	3
Tiger I heavy tank	12	10	10	4
Tiger II Königstiger heavy tank	14	12	12	4
StuG or StuH assault gun	12	10	10	3
Panther tank	13	11	11	3
Panzer IV tank	12	10	10	3
Marder SP anti-tank gun	9	8	6	3
Jagdpanzer IV/70 tank destroyer	13	10	10	3
Wespe SP light howitzer	9	8	7	3
Hummel SP heavy howitzer	9	8	8	3
Panzerbeobachtungswagen OP tank	12	10	10	3
8 cm Vielfachwerfer launcher	8	7	7	3

Waffen SS Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP 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
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 cm GW 38 mortar	G 12-36	4	- Heavy 1/Blast
12 cm GW 42 mortar	G 24-48	5	- Heavy 1/Blast

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
Panzerfaust anti-tank launcher firing HEAT	12	10	3 Heavy 1
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 tank machine-gun	24	3	5 Heavy 3
1.5 cm Drilling anti-aircraft gun	24	4	5 Linked Heavy 4
2 cm Flak 38 anti-aircraft gun	24	4	5 Heavy 4
2 cm Flakvierling 38 anti-aircraft gun	24	4	5 Linked Heavy 4
3.7 cm Flak 38 anti-aircraft gun	24	5	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
7.5 cm KwK 36 gun	24	4	- Heavy 2/Blast
Or firing HEAT	24	7	5 Heavy 2
Or firing a barrage	G 60	4	- Heavy 2/Blast
10.5 cm KwK assault howitzer	36	5	- Heavy 2/Blast
Or firing HEAT	36	8	4 Heavy 2
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
8.8 cm Flak 36 anti-aircraft gun	36	9	2 Heavy 2
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 KwK 43 tank gun	48	10	2 Heavy 2
Or firing High Explosive	48	4	- Heavy 2/Blast
Vehicle flame-thrower	Temp	5	4 Assault 1

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
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
8 cm Vielfachwerfer rocket	G 12-36	3	- 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

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>
Motorcycle & sidecar combination	5	5	5	3
Kubelwagen field car	5	5	5	3
Schwimmwagen amphibious field car	5	5	5	3
Sdkfz 250 half-track	9	8	8	3
Sdkfz 251/1 half-track	9	8	8	3
Sdkfz 251/7 Pioneer half-track	9	8	8	3
Sdkfz 251/10 half-track	9	8	8	3
Sdkfz 253 observation post half-track	9	8	8	-
Half-track gun tractor	5	5	5	-
RSO caterpillar carrier	5	5	5	-
Light truck	5	5	5	-
Medium truck	5	5	5	-

Type: 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. RSO (*Raupen Schlepper Ost*) caterpillar carriers are slow, open-topped, medium tanks.

Passengers: 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

Panzergrenadier Headquarters

- Headquarters:**
- 1 Staff Troop
 - 0 to 3 Snipers
 - 0 to 2 Machine-gun Groups
 - 0 to 2 Mortar Groups
 - 0 to 2 Infantry-gun Groups
 - 0 to 2 Tank-hunter Groups
 - 0 to 1 Replacement Group

Staff Troop85 points/105 points

The Staff Troop co-ordinates the various components of a force. The Hauptsturmführer or Standartenführer devises the strategy for the coming battle, co-ordinating the 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 Standartenführer	105	4	4	3	3	1	4	1	10	6+
Led by Hauptsturmführer	85	4	4	3	3	1	4	1	9	6+
Unterscharführer	-	3	3	3	3	1	3	1	8	6+
Panzergrenadier	-	3	3	3	3	1	3	1	8	6+
Veteran Unterscharführer	+20	4	4	3	3	1	4	2	9	6+

Troop: The Staff Troop consists of 1 Standartenführer or Hauptsturmführer, 1 Unterscharführer and 4 Panzergrenadiers.

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

Options: Any Panzergrenadiers may be armed with Gew 43 rifles for +3 points per model or StG 44 assault rifles for +5 points per model. Up to one Panzergrenadier may be armed with a MG 42 light machine-gun for +16 points. Up to one Panzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +6 points. Up to two Panzergrenadiers 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.

Company Weapons: Each Panzergrenadier Company had a machine-gun group. Each machine-gun crew consists of 3 Panzergrenadiers armed with Kar 98k rifles and a machine-gun. These crews may be allocated to the Staff Troop or any Column Troop. For each Panzergrenadiers Headquarters in the detachment you may allocate up to 2 machine-gun crews equipped with a sMG 42 medium machine-gun for +24 points per crew.

Characters: A Standartenführer or Hauptsturmführer is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unterscharführer may be upgraded to a Veteran Unterscharführer for +20 points.

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

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

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

Special Rules

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

Leadership: Any German group or weapon crew within 12" of a Staff Troop may use the Leadership characteristic of the Standartenführer or Hauptsturmführer 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.

Sniper 20 points

Although the Allies labelled every isolated rifleman a sniper, the professional snipers stood out as deadly sharpshooters.

	WS	BS	S	T	W	I	A	Ld	Save
Scharfschütze	3	5	3	3	1	3	1	8	6+

Weapons: Sniper's version of the Kar 98k rifle and a pistol.

Character: The Scharfschütze is an independent character.

Option: Up to one Sniper may be upgraded to a Master Sniper 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.

Special Rules

Sniper: 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.

Machine-gun Group..... 24 points per machine-gun

German practice kept these well up with the infantry lending their firepower wherever needed.

	WS	BS	S	T	W	I	A	Ld	Save
Rottenführer	3	3	3	3	1	3	1	8	6+
Panzer Grenadier	3	3	3	3	1	3	1	8	6+

Group: A Machine-gun Group consists of 1 to 3 machine-guns commanded by a Rottenführer. Each machine-gun has a crew of 3 Panzer Grenadiers.

Weapons: sMG 42 medium machine-guns. Each Panzer Grenadier is armed with a Kar 98k rifle. The Rottenführer is armed with an MP 40 submachine-gun.

Mortar Group..... 27 points per mortar

The mortar platoon keeps the enemy pinned down while the Panzer Grenadiers attacked.

	WS	BS	S	T	W	I	A	Ld	Save
Rottenführer	3	3	3	3	1	3	1	7	6+
Panzer Grenadier	3	3	3	3	1	3	1	7	6+

Group: A mortar group consists of 1 or 2 mortars commanded by a Rottenführer. Each mortar has a crew of 3 Panzer Grenadiers.

Weapons: 8 cm GW 38 medium mortars. Each Panzer Grenadier is armed with a Kar 98k rifle. The Rottenführer is armed with an MP 40 submachine-gun.

Infantry Gun Group..... 40 points per gun

Each Panzer 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Group: An infantry gun group consists of 1 or 2 infantry guns commanded by a Rottenführer. 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 +90 points. Each Panzer Grenadier is armed with a Kar 98k rifle.

Vehicles: Infantry gun groups include a light truck to tow the weapon.

Tank-hunter Group 60 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
Rottenführer	3	3	3	3	1	3	1	9	6+
Panzerjäger	3	3	3	3	1	3	1	9	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+

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

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

Options: Up to 3 Panzerjäger may be armed with RkPzB 54 Panzerschreck anti-tank rockets for +10 points per model.

Character: There aren't many veterans of this dangerous sport, but the Rottenführer may be upgraded to a Veteran Rottenführer for +20 points.

0 to 1 Replacement Group 50 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Ersatzmann	2	2	3	3	1	2	1	6	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+

Each Waffen-SS Division included an *Ersatz Abteilung* or replacement battalion that trained soldiers joining the division and held replacements to keep the division up to strength.

Group: A replacement group consists of a Rottenführer and 9 Ersatzmann.

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

Options: Up to two Ersatzmann may be armed with MG 42 light machine-guns for +16 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 Rottenführer may be upgraded to a Veteran Rottenführer for +20 points.

Special Rules

Replacements: The *Ersatz Abteilung* allowed Waffen-SS 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, Panzergrenadier, or Kanonier casualty (and gain their equipment) before victory points are calculated.

Armoured Panzergrenadier Headquarters

Headquarters:

- 1 Staff Troop
- 0 to 2 Mortar Groups
- 0 to 2 Anti-aircraft Groups
- 0 to 2 Infantry Gun Group
- 0 to 1 Heavy Mortar Group
- 0 to 1 Flame-thrower Group

Staff Troop 180 points/230 points Troop

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

	Points/ model	WS	BS	S	T	W	I	A	Ld	Save
Led by Standartenführer	130	4	4	3	3	1	4	1	10	6+
Led by Hauptsturmführer	110	4	4	3	3	1	4	1	9	6+
Unterscharführer	-	3	3	3	3	1	3	1	8	6+
Panzergrenadier	-	3	3	3	3	1	3	1	8	6+
Veteran Unterscharführer	+20	4	4	3	3	1	4	2	9	6+

Troop: The Staff Troop consists of 1 Standartenführer or Hauptsturmführer, 1 Unterscharführer and 4 Panzergrenadiers.

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

Options: Any Panzergrenadiers may be armed with Gew 43 rifles for +3 points per model or StG 44 assault rifles for +5 points per model. Up to one Panzergrenadier may be armed with a MG 42 light machine-gun for +16 points. Up to one Panzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +7 points. Up to two Panzergrenadiers may be armed with Soviet PPSH or Gerät Potsdam submachine-guns (count as MP 40) for +3 points per model.

Characters: A Standartenführer or Hauptsturmführer is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unterscharführer may be upgraded to a Veteran Unterscharführer for +20 points.

Transport: The Staff Troop includes a Sdkfz 251/1 half-track and a Kubelwagen or Schwimmwagen field car or motorcycle combination.

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

Sanitäter: One Panzergrenadier 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 Panzergrenadier Groups for +26 points per model, removing one Panzergrenadier from each as a driver.

Leadership: Any German group or weapon crew within 12" of a Staff Troop may use the Leadership characteristic of the Standartenführer or Hauptsturmführer 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.

Mortar Group 55 points per model

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

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

Group: A Mortar 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 cm 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. Each Panzergrenadier Company had a platoon of anti-aircraft guns.

Armour:	Front	Side	Rear	BS
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 85 points/225 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.

Armour:	Points/ Model	Front	Side	Rear	BS
Sdkfz 251/9 self-propelled infantry gun	85	9	8	8	3
Bison self-propelled infantry gun	225	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 Mortar 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 mortar 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 Mortar 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 Recce Group 0 to 1 Flame-tank Column 0 to 1 Anti-aircraft Column
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Command Troop

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

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

Command Tank: A command tank is equipped with extra communications equipment for +25 points.

Special Rules

Panzer Headquarters: A detachment containing a Panzer Headquarters may take Fast Attack Battle Tank choices as Troops choices.

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.

Recce Group 24 points per vehicle

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

Group: A Recce 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

Experience on the Russian Front revealed the need for flame-throwing tanks to give the Panzer Divisions an effective weapon in city fighting.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
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 found it important to provide adequate anti-aircraft support for their *Panzertruppen*. Initially these were makeshift conversions of half-tracks, but later they were specialised anti-aircraft tanks.

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

Recce Column

Recce Column: 0 to 1 Recce Column Troop at 65 points
1 to 3 Recce Groups at 50 points each.

Recce 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
Untersturmführer or Oberscharführer	4	4	3	3	1	4	1	9	6+
Unterscharführer	3	3	3	3	1	3	1	8	6+
Panzergrenadier	3	3	3	3	1	3	1	8	6+
Veteran	4	4	3	3	1	4	2	9	6+
Unterscharführer									

Troop: The Recce Column Troop consists of 1 Untersturmführer or Oberscharführer, 1 Unterscharführer and 1 Panzergrenadier.

Weapons: Kar 98k rifles and fragmentation grenades. The Untersturmführer or Oberscharführer is armed with a Walther pistol or MP 40 submachine-gun. The Unterscharführer 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 +16 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 Untersturmführer or Oberscharführer is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unterscharführer may be upgraded to a Veteran Unterscharführer for +20 points.

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

Special Rules

Leadership: Any Recce Group within 12" of a Recce Column Troop may use the Leadership characteristic of the Untersturmführer or Oberscharführer for all Leadership tests.

Recce 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Panzergrenadier	3	3	3	3	1	3	1	8	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+

Group: A Recce Group consists of a Rottenführer and 5 Panzergrenadiers.

Weapons: Kar 98k rifles and fragmentation grenades. The Rottenführer 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 +16 points per model or the entire group must be armed with StG 44 assault rifles for +50 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 Rottenführer may be upgraded to a Veteran Rottenführer for +20 points.

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

Scout Car Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 222 light scout car	30	8	8	8	2
Sdkfz 250/9 light half-track scout car	30	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 Lüch scout tank	40	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 Lüch 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 and Sdkfz 234/3 and 234/4 self-propelled guns 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 234/4 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.

Pioneer Column

Pioneer Column: **0 to 1 Pioneer Column Troop at 55 points**
1 to 3 Pioneer Groups at 70 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.

	<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>
Untersturmführer or Oberscharführer	4	4	3	3	1	3	1	9	6+
Unterscharführer	3	3	3	3	1	3	1	8	6+
Pioneer	3	3	3	3	1	3	1	8	6+
Veteran	4	4	3	3	1	4	2	9	6+
Unterscharführer									

Troop: The Pioneer Column Troop consists of 1 Untersturmführer or Oberscharführer, 1 Unterscharführer and 4 Pioneers.

Weapons: Kar 98k rifles and fragmentation grenades. The Untersturmführer or Oberscharführer is armed with a Walther pistol or MP 40 submachine-gun. The Unterscharführer is armed with an MP 40 submachine-gun.

Options: Up to one Pioneer may be armed with a MG 42 light machine-gun for +16 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 Untersturmführer or Oberscharführer is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unterscharführer may be upgraded to a Veteran Unterscharführer for +20 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 Untersturmführer or Oberscharführer 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.

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
Rottenführer	3	3	3	3	1	3	1	8	6+
Pioneer	3	3	3	3	1	3	1	8	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+
Goliath Demolition Charge	-	-	-	3	1	-	-	-	5+

Group: A Pioneer Group consists of a Rottenführer and 8 Pioneers.

Weapons: Kar 98k rifles and fragmentation grenades. The Rottenführer 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 +16 points per model or the entire group must be armed with StG 44 assault rifles for +50 points. Up to two Pioneers may be armed with flame-throwers for +6 points per model. 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 Rottenführer may be upgraded to a Veteran Rottenführer for +20 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.

Panzerpioneer: A Pioneer Group may include a light truck for +12 points, a Sdkfz 251/7 half-track for +35 points, or a Sdkfz 251/1 Stuka zu Fuss half-track for +60 points. Stuka zu Fuss half-tracks are armed with a MG 42 machine-gun and one-shot 32 cm NW 41 rocket launchers.

Special Rules

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

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

Tiger Heavy Armour Column

Armour:	Points/Model	Front	Side	Rear	BS
Tiger I heavy tank	330	13	12	12	4
Tiger II Königstiger heavy tank	440	14	12	12	4

Elite *schwere Panzer Abteilung* (heavy tank battalions) equipped with Tiger tanks were allocated to those corps involved in the toughest fighting. These thick-skinned beasts could withstand immense punishment, traverse the worst terrain, and penetrate almost any vehicle with ease. It is no surprise that Tiger tanks were so feared that Allied tankers saw Tigers in every shadow.

Column: A Tiger 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 heavy tanks are heavy 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. Both tanks have smoke launchers. Tiger heavy tanks cannot fire barrages. They are strictly direct fire weapons.

Assault Gun Troop

Armour:	Points/Model	Front	Side	Rear	BS
StuG III assault gun	125	12	10	10	3
StuH III assault howitzer	130	12	10	10	3
StuG IV assault gun	125	12	10	10	3

Each *SS-Panzergrenadier Division* (motorised infantry division) had an *SS-StuG Abteilung* rather than tanks for support.

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: Assault guns are turretless medium tanks fitted with extra armour.

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 light howitzer and a MG 42 machine-gun. A StuG III or IV assault gun or StuH III assault howitzer may only fire one or the other of its weapons in each turn.

StuH III assault howitzers cannot fire barrages. They are strictly direct-fire weapons.

Tank-hunter Column

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Unterscharführer	12	3	3	3	3	1	3	1	7	6+
Kanonier	-	2	3	3	3	1	2	1	7	6+

The *Panzerjäger Abteilung* (tank-hunter battalion) was usually equipped with the excellent Pak 40 anti-tank gun.

Column: A Tank-hunter Column consists of 1 to 3 anti-tank guns commanded by an Unterscharführer. Each anti-tank gun has a crew of 3 Kanonier.

Weapons: 8 cm PAW anti-tank guns. May be replaced with 7.5 cm Pak 40 anti-tank guns for +12 points. Each Kanonier is armed with a

Kar 98k rifle. The Unterscharführer is armed with an MP 40 submachine-gun.

Options: Up to one Kanonier may be armed with a MG 42 light machine-gun for +16 points.

Vehicles: Each 8 cm PAW 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.

Light Anti-aircraft Troop

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Unterscharführer	16	3	3	3	3	1	3	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 Unterscharführer. 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 +12 points, or a 3.7 cm Flak 38 for +7 points. Each Kanonier is armed with a Kar 98k rifle. The Unterscharführer 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

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Unterscharführer	70	3	3	3	3	1	3	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*.

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

Weapons: An 8.8 cm Flak 36 anti-aircraft gun. Each Kanonier is armed with a Kar 98k rifle. The Unterscharführer 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 +16 points.

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

German Army and Fallschirmjäger

You may use any choice from the German Army list or the Fallschirmjäger list as an Elites choice.

Troops

Panzergranadier Column

Panzergranadier Column: 1 Column Troop at 45 points
2 to 3 Panzergranadier groups at 45 points each.

Column Troop

The basic building block of the Waffen-SS was the SS-*Panzergranadier Zug* (infantry column or platoon).

	WS	BS	S	T	W	I	A	Ld	Save
Untersturmführer or Oberscharführer	4	4	3	3	1	4	1	9	6+
Unterscharführer	3	3	3	3	1	3	1	8	6+
Panzergranadier	3	3	3	3	1	3	1	8	6+
Veteran									
Unterscharführer	4	4	3	3	1	4	2	9	6+

Troop: The column troop consists of 1 Untersturmführer or Oberscharführer, 1 Unterscharführer and 4 Panzergranadiers.

Weapons: Kar 98k rifles and fragmentation grenades. The Untersturmführer or Oberscharführer is armed with a Walther P38 pistol. The Unterscharführer is armed with an MP 40 submachine-gun.

Options: One Panzergranadier may be armed with MG 42 light machine-guns for +16 points per model. Any Panzergranadiers may be armed with StG 44 assault rifles for +5 points per model. Up to two Panzergranadiers may be armed with anti-tank grenades for +1 point per model. Up to one Panzergranadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

Characters: The Untersturmführer or Oberscharführer is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unterscharführer may be upgraded to a Veteran Unterscharführer for +20 points.

Special Rules

Leadership: Any Panzergranadier group within 12" of a Column Troop may use the Leadership characteristic of the Untersturmführer or Oberscharführer for all Leadership tests.

Panzergranadier Group

The humble Panzergranadier made up the core of any German army.

	WS	BS	S	T	W	I	A	Ld	Save
Rottenführer	3	3	3	3	1	3	1	8	6+
Panzergranadier	3	3	3	3	1	3	1	8	6+
Veteran Rottenführer	4	4	3	3	1	4	2	9	6+

Group: A Panzergranadier group consists of a Rottenführer and 8 Panzergranadiers.

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

Options: 1 or 2 Panzergranadiers must be armed with MG 42 light machine-guns for +16 points per model or the entire group must be armed with StG 44 assault rifles for +50 points. Up to one Panzergranadier may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Panzergranadiers may be armed with anti-tank grenades for +1 point per model. Up to one Panzergranadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

Character: The Rottenführer may be upgraded to a Veteran Rottenführer for +20 points.

German Army

You may use any choice from the Troops section of the German Army list as a Troops choice.

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

By 1944 almost every *SS-Panzer Division* had two *SS-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 *SS-Panzer Abteilung* to be used together rather than dished out in 'penny packets'.

Column: A 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.

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.

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

Captured Armour Column

The Waffen SS 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 the superb training of the Waffen-SS crews.

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

Hunting-tank Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Marder self-propelled anti-tank gun	70	9	8	6	3
Jagdpanzer IV/70 tank destroyer	130	13	10	10	3

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 tank destroyers. Being radio equipped, the tank destroyers may operate independently and do not need to remain together as a unit.

Type: Marder self-propelled anti-tank guns are open-topped, turretless medium tanks. Jagdpanzer IV tank destroyers are turretless medium tanks fitted with extra armour.

Armament: Marder self-propelled anti-tank guns are armed with a 7.5 cm PaK 40 anti-tank gun and a MG 34 tank machine-gun. Jagdpanzer IV/70 tank destroyers are armed with a 7.5 cm KwK 42 anti-tank gun and a MG 42 machine-gun. Jagdpanzer tank destroyers may only fire either one or the other of their weapons in each turn.

Heavy Support

Field Artillery Troop

Field Artillery Troop: 1 Troop Staff at 75 points
1 to 3 Field Howitzers

Troop Staff..... 75 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
Untersturmführer	4	4	3	3	1	4	1	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+

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

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

Character: The Untersturmführer 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 Untersturmführer for all Leadership tests.

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

Light Field Howitzer 45 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

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

Weapons: 10.5 cm leFH 18 light field howitzer. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Light Field Howitzers include a medium truck at no cost or a half-track tractor or RSO caterpillar carrier for +10 points to tow the gun.

Heavy Field Howitzer 125 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

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

Weapons: 15 cm sFH 18 heavy field howitzer. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Heavy Field Howitzers include a medium truck at no cost or a half-track tractor or RSO caterpillar carrier for +40 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	90	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.

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 75 points
1 to 3 Rocket Launchers

Troop Staff..... 75 points
By 1944 many SS-Panzer Divisions had their own *Werfer Abteilung* (rocket-launcher battalion).

	WS	BS	S	T	W	I	A	Ld	Save
Untersturmführer	4	4	3	3	1	4	1	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+

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

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

Character: The Untersturmführer 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 Untersturmführer 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..... 70 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Launcher: A Light Rocket Launcher has a crew of a Rottenführer 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 90 points
The third battery had the heavy 21 cm NW 42.

	WS	BS	S	T	W	I	A	Ld	Save
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Howitzer: A Heavy Rocket Launcher has a crew of a Rottenführer and four Kanonier.

Weapons: 21 cm NW 42 rocket launcher. 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
8 cm Vielfachwerfer self-propelled rocket launcher	75	8	7	7	3

Self-propelled rocket launchers provided the rocket troops with better protection and greater mobility while retaining their deadly punch. Each SS-Werfer Abteilung (rocket launcher regiment) had a battery of eight self-propelled rocket launchers.

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

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

Armament: Vielfachwerfer self-propelled rocket launchers are armed with an 8 cm Vielfachwerfer rocket launcher.

0-1 Heavy Artillery Troop

Heavy Artillery Troop: 1 Troop Staff at 75 points
1 or 2 Long-range Guns

Troop Staff..... 75 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
Untersturmführer	4	4	3	3	1	4	1	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+

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

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

Character: The Untersturmführer 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 Untersturmführer 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..... 225 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
Rottenführer	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Gun: A Long-range Gun has a crew of a Rottenführer 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.

Special Rules

Separate Loads: Long-range Guns 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.

Waffen SS Appendices

Force Structure

Infantry

Waffen-SS infantry is the most flexible in the world. 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 Battery Troop 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 Battery Troop 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.

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