

PANZERS TO THE MEUSE

OFFICIAL BRIEFING

2. PANZERDIVISION AND PANZER LEHR DIVISION
IN WACHT AM RHEIN, THE GERMAN ARDENNES OFFENSIVE,
DECEMBER 1944 TO JANUARY 1945



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FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

2. PANZERDIVISION

THE EARLY YEARS

2. *Panzerdivision* was formed in October 1935, making it one of the oldest Panzer Divisions of the German Army. The first divisional commander was no other than Heinz Guderian himself, who developed the theories of tank warfare before the war.

After the *Anschluss* of Austria, the Division was transferred to Vienna and many Austrians joined its ranks, earning the Division its nickname 'Wiener Panzer Division'.

It took part in the Blitzkrieg campaigns in Poland in 1939, France in 1940, and the Balkans and Greece in 1941.

After the end of the Campaign in the Balkans, the tracked vehicles of the division were shipped to Italy, but both ships struck British mines and sunk. The loss of all tanks delayed the deployment of the Division in time for Operation Barbarossa.

In October 1941 the 2nd Panzer arrived in Russia and was deployed as part of the Herresgruppe Mitte advancing towards Moscow. When the offensive stalled, the men of 2. *Panzerdivision* were only 16 km from the city. The Division was pushed back from the gates of Moscow by the massive Soviet counter-offensive in the Winter of 1941/42. In the next months the Division was embroiled in heavily fought defensive battles. After a short refit at Smolensk in the Summer of 1942, the Division was deployed in the defence of Rzhev.

During the battle of Kursk in 1943, 2. *Panzerdivision* was part of Model's 9th Army, forming the northern pincer. After the failure of the Kursk Offensive, the men of 2. *Panzerdivision* tried to hold the frontlines along the Dnieper River, suffering heavy casualties in the process. In spring 1944 the Division was withdrawn to France for refitting.

NORMANDY

When the Allies landed in Normandy 2. *Panzerdivision* was at full strength with two of its four infantry battalions mounted in half-tracks. The division was deployed in the area around Amiens, and only two days after the invasion the division was ordered to move towards Normandy. The leading elements entered combat on 12 June. The first battles were against the British 7th Armoured Division near Villers-Bocage, forcing the Desert Rats to retreat. The Wiener Panzer Division remained in the Caumont area. During the British operation Epsom the Panther battalion supported the forces defending against the British offensive and was credited with the destruction of 53 enemy tanks.

After the Allies began Operation Cobra and broke-through the thin lines of *Panzer Lehr Division* and streamed south, Hitler ordered Operation Lüttich, the ill fated attack towards Mortain and Avranches. During the night of 6 August 2. *Panzerdivision* attacked and broke through the American lines only to be stopped by American reinforcements about 3 km short of Avranches. 116. *Panzerdivision* on the right flanked started the attack too late to make any progress while

the SS Divisions to the south were stopped by the determined resistance of the US 30th Infantry Division. By noon, 7 August, the morning fog had dispersed and the attacks of Allied fighter-bombers made all further German attacks impossible.

In the next weeks the Allied forces closed the Falaise pocket, but 2. *Panzerdivision* escaped, withdrawing towards the Westwall more or less intact. Although the Division suffered heavy casualties in the Normandy battles, in particular the loss of heavy weapons and tanks was high, the division was far from destroyed.

Deployed at the Westwall, the division supported the elimination of the American bridgehead at Wallendorf during September. Earmarked for the planned Ardennes Offensive, 2. *Panzerdivision* was finally withdrawn in November to receive new equipment and replacements in the Eifel area.

The Panzer Regiment retained two *Abteilungen* (battalions), one with Panther and the second with Panzer IV tanks. But each company was authorized to have only 14 tanks. In addition, the second *Abteilung* received StuG III assault guns for two of its companies in lieu of Panzer IV tanks. A further 21 StuG III were received by the *Panzerjäger Abteilung*. However, half-tracked vehicles were in short supply limiting the mobility of much of the division to the roads.

THE BATTLE OF THE BULGE

For the Ardennes Offensive 2. *Panzerdivision* was attached to the XLVII. *Panzer Korps* commanded by *General der Panzertruppe* Freiherr von Lüttwitz. In addition to 2. *Panzerdivision*, the Korps consisted of *Panzer Lehr Division* and 26. *Volksgrenadierdivision*.

As soon as the *Volksgrenadiere* of 26. *Volksgrenadierdivision* had secured crossings over the Our and Clerf Rivers, 2. *Panzerdivision* was tasked to breakthrough the American lines, bypass Bastogne to the north and race towards the Meuse and capture the bridges there.

Only one day before the start of the offensive *Oberst* Meinrad von Lauchert took command of 2. *Panzerdivision*, so he was unable to meet all his commanders before the start of the offensive.

In the pre-dawn hours of 16 December, Pioneers and a battalion of Panzergrenadiers crossed the Our river in rubber boats in order to capture the village of Marnach. This was meant to clear the road from Dasburg towards Clerf and further towards Bastogne, but the soldiers of the US 28th Infantry Division entrenched there held the village stubbornly. Only in the evening, when Pioneers finished a 60-ton bridge, were the division's tanks able to cross the Our and join the fight. The defenders were then slowly pushed back. In the morning hours of 17 December an advance guard reached the town of Clerf, less than two miles west of Marnach and headquarters of the US 110th Infantry Regiment. The advance guard was stopped by Shermans of the 707th Tank Battalion. They lost four Panzer IV tanks in the fight, but destroyed three Shermans in return. The defenders of Clerf

were furthermore reinforced by a tank company of the US 9th Armored Division, but in the evening all the American Sherman tanks were either destroyed or forced to retreat. Clerf was finally captured. On 18 December what was left of the 110th Infantry Regiment was forced to withdraw to the west. However, the stiff resistance of the 28th Infantry Division had played havoc with the German timetable.

Meanwhile, CCR, US 9th Armored Division established two roadblocks east of Bastogne, the northern one near the village of Lullange, where the road from Clerf entered that leading to Bastogne. The second roadblock was further south near Allerborn. In the morning hours of 18 December the forward elements of *Kampfgruppe* Böhm reached the northern roadblock. With the tanks of *Panzer-Regiment 3* close behind, the roadblock was soon surrounded and annihilated. The southern roadblock was overrun shortly after dusk.

Oberst von Lauchert now turned his Division to the northwest so as to swing past Bastogne in the north and maintain the momentum of the westward drive.

All the delays allowed the American reinforcements to reach Bastogne before the Germans. One of these was Team Desobry from CCB of the US 10th Armored Division which deployed at Noville. The little village north of Bastogne was directly in the way of 2. *Panzerdivision*. Covered by the morning fog, the tanks of 2. *Panzerdivision* manoeuvred for an attack on the village. When the fog suddenly lifted, more than thirty tanks were revealed to the defenders of Noville. Accurate fire from the American tanks and tank destroyers caused the attack to fail. At midday the 1st Battalion of the 506th Parachute Infantry Regiment, under Lieutenant Colonel James L. LaPrade reached Noville and immediately counterattacked. However, the paratroopers were unable to reach the ridge lines due to the withering German fire. Elements of 304. *Panzer Grenadier Regiment* infiltrated toward the south of Noville. Threatened by the prospect of being surrounded and short of ammunition, the defenders of Noville finally

retreated towards Bastogne on the afternoon 20 December, but they held up the advance of 2. *Panzerdivision* for nearly two days and caused heavy casualties.

THE HIGHWATER MARK

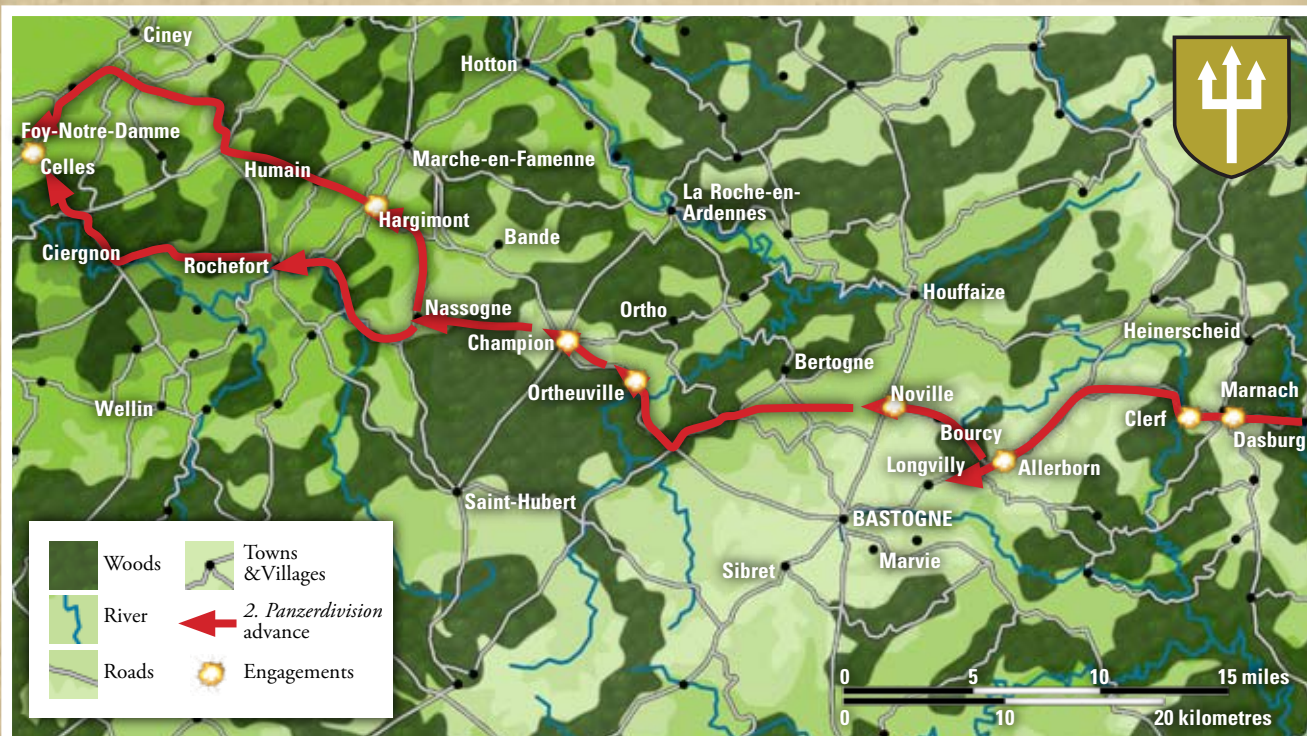
Shortly after midnight *Kampfgruppe* Böhm, which had bypassed Noville to the north, captured a bridge over the Ourthe River at Ortheuville. This opened the road to Marche and Namur invitingly, but 2. *Panzerdivision* did not move, as their tanks had run dry and they had to wait for fuel. This allowed the advance elements of the US 84th Infantry Division to occupy Marche. When the advance finally resumed at nightfall 22 December, stiff resistance was encountered at Marche. Lüttwitz ordered Lauchert to turn the bulk of his division west towards Dinant and the Meuse, and to leave only a blocking force towards Marche.

Kampfgruppe Böhm raced up the highway towards Dinant, followed by *Kampfgruppe* Cochenhausen, finally reaching the woods near Celles before daylight on 24 December. The advance elements of the division were only 9 km away from the Meuse crossings. The remainder of 2. *Panzerdivision* was stretched all the way back to south of Marche with the dual mission of continuing the westward advance and of protecting the northern flank.

Meanwhile, the American 2nd Armored Division began to arrive northeast of Celles. Their CCA moved south into Buissonville, while the 24th Cavalry Reconnaissance Squadron occupied Humain, blocking 2. *Panzerdivision* route of advance. The leading *Kampfgruppen* were cut off.

In the meantime *Kampfgruppe* Böhm had reached the village of Foy-Notre Dame where it encountered several tanks of the British 29th Armoured Brigade. Losing several vehicles to British fire and running out of fuel, the reconnaissance battalion went to ground. 2. *Panzerdivision* was stopped less than 5 km short of the Meuse crossings.

On 25 December CCB of the 2nd Armored Division launched



its attack on the cut off German *Kampfgruppen*. It was a clear day, and the attack received excellent air support. *Kampfgruppe* Böhm was soon destroyed. Lauchert ordered a relief attack to be conducted by *Kampfgruppe* Holtmeyer. The attack began on 25 December, but was soon stopped by the 2nd Armored Division. The remnants of *Kampfgruppe* Cochenhausen finally received permission to withdraw. Abandoning all their equipment about 600 men made it back to their own

lines on the night of 26 December. 2. *Panzerdivision* was no longer combat effective. The Ardennes offensive had failed.

In 1945 the remnants of 2. *Panzerdivision* fought in the Mosel region and along the Rhine. When the war ended in May 1945, the division surrendered to American forces at Plauen.

2. PANZERDIVISION KAMPFGRUPPEN

During Operation *Wacht am Rhein* (Watch on the Rhine) 2. *Panzerdivision* was divided into a number of *Kampfgruppen* (Battle Groups) for the offensive. These were:

KAMPFGRUPPE VON BÖHM

Commander: Major von Böhm (2. *Panzer Aufklärungs-abteilung*)

Units: 2. *Panzer Aufklärungsabteilung* (including an armoured car company); and one Company of I. *Abteilung*/3. *Panzer-Regiment* with 14 Panther G tanks.

Kampfgruppe von Böhm was the advance guard of the division's attack and led the way through the American lines. Their advance was halted at Foy-Notre-Dame and Dinant on 24 December 1944.

You can field a force based on *Kampfgruppe* von Böhm as either a Panzerkompanie or a Gepanzerte Aufklärungsschwadron.

KAMPFGRUPPE COCHENHAUSEN

Commander: Major Ernst von Cochenhausen (304. *Panzergrenadier-Regiment*)

Units: II. *Bataillon*/304. *Panzergrenadier-Regiment*; two companies of I. *Abteilung*/3. *Panzer-Regiment* with 32 Panther G tanks; I. *Bataillon*/74. *Panzer Artillerie-Regiment* with 10 Wespe and 6 Hummel self-propelled guns; one self-propelled Battery of 273. *FlaK Bataillon*; 38. *Panzerpionier-Abteilung*.

Kampfgruppe Cochenhausen followed behind *Kampfgruppe* von Böhm as the division's armoured battle group. However, all of the battle group's panzergrenadier were mounted in trucks.

You can field a force based on *Kampfgruppe* Cochenhausen as either a Panzerkompanie or a Panzergrenadierkompanie.

KAMPFGRUPPE HOLTMEYER

Commander: Hauptmann Friedrich Holtmeyer (38. *Panzerjäger Abteilung*)

Units: 38. *Panzerjäger Abteilung* with 21 StuG G assault guns; II. *Bataillon*/2. *Panzergrenadier-Regiment*; I. *Bataillon*/304. *Panzergrenadier-Regiment*, II. *Abteilung*/3. *Panzer-Regiment* with 28 Panther IV J tanks and 27 StuG G assault guns; III. *Bataillon*/74. *Panzerartillerie-Regiment*. It also contained the 3. *Panzer* regiment's staff and anti-aircraft tanks. It was further supported by 1124. *Artillerie Batterie* with four 12.8cm K81 guns and 5th and 6th Batteries of 766. *Volks-Artillerie-Korps* armed with 15cm sFH18 howitzers.

Kampfgruppe Holtmeyer was formed from the division's tank-hunter battalion, a battalion of tanks, and a battalion of panzergrenadiers pulled out of Gutmann's command to make a relief attack and allow *Kampfgruppe* von Böhm and *Kampfgruppe* Cochenhausen to retire. Unfortunately they were too late and both groups were cut off by American and British forces.

You can field a force based on *Kampfgruppe* Holtmeyer as either a Panzerkompanie or a Panzergrenadierkompanie.

KAMPFGRUPPE GUTMANN

Commander: Oberst Joachim Gutmann (2. *Panzergrenadier-Regiment*)

Units: 2. *Panzergrenadier-Regiment* (one battalion detached on 25 December to *Kampfgruppe* Holtmeyer); one company of 38. *Panzerjäger Abteilung* with 10 StuG G assault guns; 1st Company, I. *Abteilung*/3. *Panzer-Regiment* with 14 Panther tanks; II. *Bataillon*/74. *Panzerartillerie-Regiment*; one battery of 15. *Volks-werfer-Bataillon*; one company of 38. *Panzerpionier-Abteilung*.

As 2. *Panzerdivision* advanced west towards Foy-Notre Dame, *Kampfgruppe* Gutmann was deployed south of the town of Marche for flank protection.

You can field a force based on *Kampfgruppe* Gutmann as a Panzerkompanie, a Gepanzerte Panzergrenadierkompanie, or a Panzergrenadierkompanie.

PANZER LEHR DIVISION

THE RETREAT FROM FRANCE

The massive carpet-bombing at the start of Operation Cobra shattered the already weakened *Panzer Lehr Division*. Only small pockets of resistance remained which were quickly eliminated by the attacking American units. The commander of the division, *Generalleutnant* Fritz Bayerlein was forced to retreat on foot.

While Hitler ordered *Unternehmen* (Operation) Lüttich, the doomed attack towards Mortain and Avranches, all combat-worthy elements of *Panzer Lehr Division* were formed into small *Kampfgruppen* (Task Forces) which guarded the flanks of *Unternehmen* Lüttich.

The remainder of the division was sent to the rear to receive replacements and returning stragglers, enabling the formation of another *Kampfgruppe*. Finally on 18 August, the division was sent to Laon, near Paris, for reconstitution, but the arriving reinforcements and tanks were just enough to bring the division to roughly 25% strength of its infantry and about 20 tanks.

The uprising in Paris triggered the dispatch of a small *Kampfgruppe* towards Paris, but it was unable to enter the City, and was surrounded by French resistance forces and had to break out with heavy losses. The rapid Allied advance forced *Panzer Lehr Division*, no longer functioning as a division, to retreat across France towards the Westwall on the German border.

There, *Kampfgruppe* von Hauser played an admirable part in halting the American 5th Armored Division's penetration of the Westwall at Wallendorf, southwest of Bitburg. The strained Allied logistic situation and the decision to focus on Montgomery's Operation Market Garden, forced the American forces to withdraw from their little bridgehead. In October an order was received to redeploy to the training area Sennelager for reconstitution. The remaining tanks and heavy weapons were turned over to 2. *Panzerdivision*.

RECONSTITUTION AND PREPARATIONS FOR THE ARDENNES OFFENSIVE

Panzer Lehr Division was to be reconstituted as a standard 'Panzer-Division 44'. However, a lot of the equipment required for this organisation was not available to the division at the time.

Panzergrenadier-Lehr-Regiment 901 had its staff and the first battalion mounted on armoured halftracks, the second battalion and *Panzergrenadier-Lehr-Regiment 902* received trucks, mainly Steyr 1500 troop-carriers.

I. Abteilung/Panzer-Lehr Regiment 130 had been attached to *Panzer-Brigade 113*, while *I. Abteilung/Panzer-Regiment 6*, which had served the division in Normandy, returned to its parent 3. *Panzerdivision*, leaving *Panzer Lehr* with only one mixed battalion of panzers.

Replacements arrived only slowly. Trucks were in short supply and in November the division still had no tank destroyers, the artillery regiment was lacking guns and

prime-movers, and the lack of fuel and experienced NCO's hampered training.

LORRAINE

Panzer Lehr Division was earmarked for the planned Ardennes Offensive, but despite strict orders not to employ the division for any reason prior to the Ardennes Offensive, the November breakthrough of Patton's XII Corps in the Lorraine forced the OKW (German high command) to move *Panzer Lehr* to counter this threat to the vital Saar industrial region.

At first the German forces were successful and pushed elements of the American 106th Cavalry Group back, but counterattacks by the 4th Armored Division forced *Panzer Lehr Division* to fall back and establish a defensive position. The arrival of the *Panzerjäger Lehr Abteilung* with 21 new *Panzerjäger IV/70* enabled the division to repulse all attacks on 27 November.

Unexpectedly on 4 December orders arrived for the division to immediately load up on trains and head north, just 12 days before the start of Hitler's Ardennes Offensive.

THE BATTLE OF THE BULGE

For the Ardennes Offensive *Panzer Lehr Division* was attached to *XLVII Panzer Korps* (47th Armoured Corps) which consisted of 2. *Panzerdivision* and 26. *Volks grenadierdivision*. *Panzer Lehr Division* was placed in Army Reserve and ordered to stand by to support 26. *Volks grenadierdivision* and to later take Bastogne in a *coup de main* if possible.

26. *Volks grenadierdivision* was assigned with securing bridge-heads over the Our and Clerf Rivers, and thus enabling the two Panzer divisions to breakthrough towards Bastogne. However, the American 28th Infantry Division stubbornly defended its positions, denying the Germans use of the vital roads leading towards Bastogne. *Kampfgruppe 901* was ordered towards Consthun in order to help the *Volks grenadiers* capture the village. By the morning of 18 December American resistance faded away, allowing *Kampfgruppe* Fallois to resume the advance, followed by *Kampfgruppe 902*. Leading elements of *Kampfgruppe 902* reached Nieder-Wampach at about 1900 hours on 18 December. There *Generalleutnant* Bayerlein decided to continue on the shorter and more direct side road towards Bastogne instead of the paved, but longer main road, believing it feasible for armour. But the tank tracks churned the road into a muddy quagmire and trucks and prime movers bogged down. It was only at 0200 hours on 19 December that the main road at Magéret was reached.

Here, a Belgian civilian told Bayerlein about an American armoured force of at least fifty tanks, that had passed through Margéret only two hours earlier. Concerned about such a strong enemy force behind his lines, Bayerlein set up a roadblock and waited for the bulk of his forces to close up. In fact the enemy force was only a small detachment from Combat Command B of the 10th Armored Division. When the advance was finally resumed, precious time had been lost.

At Neffe, only 2 km east of Bastogne, the Panzergrenadiers clashed with the Paratroopers of the 101st Airborne Division, which had just arrived. The advance of *Panzer Lehr Division* was stopped again and the race for Bastogne lost. Further south, in Wardin the paratroopers were forced back in bitter house-to-house fighting, but *Kampfgruppe* Fallois was too exhausted to advance further towards Marvie. The Americans were able to establish a strong defensive position.

Bayerlein urged an immediate attack on Bastogne with all divisions of XLVII Korps, but General von Manteuffel declined, believing that such a diversion of all corps's forces would endanger the offensive thrust to the Meuse. All attacks on the 20 December failed and on 21 December the division was ordered to leave *Kampfgruppe* 901 in position southeast of Bastogne and resume the westward advance past the south side of Bastogne.

In the following days *Kampfgruppe* 901 supported the attacks of 26. *Volksgrnadiere*division, but only small gains were achieved. Parts of Marvie were captured in extremely heavy fighting with the Germans holding the south and the Americans holding the north of the village.

Casualties were high and when the 4th Armored Division linked up with the defenders of Bastogne on 26 December, all notions of taking the town were gone.

Meanwhile, the main body of *Panzer Lehr Division* had moved out toward St. Hubert. Overcoming light opposition the division made at first rapid progress, but on 22 December fuel shortages delayed the advance.

By nightfall on the 23 December the division had reached Rochfort. There the advance was delayed again, as the town was defended by a reinforced battalion of the US 84th Infantry Division, which only withdrew after a night of house-to-house fighting.

Further north, 2. *Panzerdivision* had advanced through Humaine and Buissonville and the leading elements had

reached Celles, only six miles from the Meuse crossings in Dinant before daylight on 24 December. There its leading *Kampfgruppen* were cut off by the American 2nd Armored Division. *Panzer Lehr Division* was ordered to recapture Humaine and Buissonville and reopen 2. *Panzer* division's line of communication along Highway N4. While *Kampfgruppe* 902 was able to retake Humaine, *Kampfgruppe* Fallois was stopped before Buissonville by the US 2nd Armoured Division's CCA. The Highway N4 remained blocked and *Kampfgruppen* von Böhm and Cochenhausen of 2. *Panzerdivision* were annihilated by the 2nd Armored Division on 25 and 26 December. The German offensive in the Ardennes had reached its highwater mark.

RETREAT FROM THE ARDENNES AND THE FINAL BATTLES

With *Kampfgruppe* 901 still at Bastogne, both remaining *Kampfgruppen* of *Panzer Lehr Division* established a strong defensive positions. The divisional pioneers set about felling trees across the roads and laying mines. *Panzergrenadier-Lehr-Regiment* 902 received support from several *Jagdpanther* heavy tank-hunters of 559. *Schwere Panzerjäger Abteilung*. Additional support came from the divisional artillery, the heavy batteries of the *Volks-Artillerie-Korps* and *Heeres-Flak-Abteilung* 311.

Although most of *Panzer Lehr Division*'s forces were mere shadows of their former strength, the defensive line held against several American attacks until 11 January, when a general retreat began, with *Panzer Lehr Division* acting as rearguard. Snow storms and ice covered roads hindered Allied pursuit. *Panzer Lehr Division* acquitted itself admirably during the fighting withdrawal. Finally on 26 January *Panzer Lehr Division* crossed the Our River towards the German side, thus ending the divisions involvement in the Battle of the Bulge.

In February 1945 *Panzer Lehr Division*, together with 116.



Panzerdivision, mounted an unsuccessful counter-attack against the Canadian Royal Hamilton Light Infantry entrenched at the Kalkar-Goch road, west of the Lower Rhine. In March, the division fought against units from the American Ninth Army, which had just launched Operation Grenade. The weak German forces in the area were quickly forced to withdraw, and on 7 March the *Panzer Lehr Division*

crossed the Rhine at Wesel to the east bank. On the same day, American forces captured the intact Remagen bridge. A *Kampfgruppe* from *Panzer Lehr Division* was rushed against the American bridgehead at Remagen, but again it could not halt the Allied advance. *Panzer Lehr Division* was forced to fall back and was trapped in the Ruhr pocket where it surrendered on 15 April 1945.

PANZER LEHR DIVISION KAMPFGRUPPEN

During Operation *Wacht am Rhein* (Watch on the Rhine) *Panzer Lehr Division* was divided into a number of *Kampfgruppen* (Battle Groups) for the offensive. These were:

KAMPFGRUPPE VON FALLOIS

Commander: Major Gerd von Fallois (*130. Aufklärungs Lehr Abteilung*)

Units: *130. Aufklärungs Lehr Abteilung*; 8th Company of *130. Panzer Lehr Regiment* with Panzer IV J tanks; 3rd Company of *130. Panzerjäger Lehr Abteilung* with Panzer IV/70 (V) tank-hunters; 4th Battery of *130. Panzerartillerie-Regiment*; one company of *130. Panzerpionier-abteilung*.

Kampfgruppe von Fallois led the advance of *Panzer Lehr Division*.

You can field a force based on *Kampfgruppe* von Fallois as either a Panzerkompanie or a Gepanzerte Aufklärungsschwadron.

KAMPFGRUPPE 901

Commander: Oberst Paul Freiherr von Hauser

Units: *901. Panzergrenadier Lehr Regiment* (armoured); 6th Company of *130. Panzer Lehr Regiment* with Panzer IV J tanks; *II. Bataillon/130. Panzerartillerie-Regiment* with towed guns; *243. StuG-Brigade* (18 StuG G).

When *Panzer Lehr* was directed to continue to advance on the Meuse on 22 December, *Kampfgruppe* 901 was attached to *26. Volksgrenadierdivision* to continue the attempts to take Bastogne.

You can field a force based on *Kampfgruppe* 901 as a Panzerkompanie, a Gepanzerte Panzergrenadierkompanie, or a Panzergrenadierkompanie.

KAMPFGRUPPE 902

Commander: Oberstleutnant Joachim von Poschinger

Units: *902. Panzergrenadier Lehr Regiment* (motorised); 5th and 7th Companies of *II. Abteilung/130. Panzer Lehr Regiment* with Panther G tanks; *I. Bataillon/130. Panzerartillerie-Regiment* with towed guns.

Kampfgruppe 902 attacked with *Kampfgruppe* von Fallois westwards, skirting south of Bastogne.

You can field a force based on *Kampfgruppe* 902 as a Panzerkompanie, or a Panzergrenadierkompanie.

DIVISIONAL RESERVE

130. Panzerjäger Lehr Abteilung with Panzer IV/70 (V) tank-hunters. *559. Schwere Panzerjäger Abteilung* was assigned to the division for the offensive, but did not arrive at the division until 25 December 1944.

PANZER SPECIAL RULES

2. Panzerdivision and *Panzer Lehr Division* companies use all of the normal German special rules found on pages 241 to 245 of the rulebook. In addition, it also uses the following special rules.

PUSH TO THE MEUSE

Both divisions used their Panzers and *Aufklärungs* armoured infantry to lead the push westwards, bypassing centres of resistance like Bastogne.

A player commanding an Aufklärungsschwadron or a Panzerkompanie supported by one or more Gepanzerte Aufklärungs Platoons must Always Attacks (see page 257 of the rulebook).

An Aufklärungsschwadron or a Panzerkompanie supported by one or more Gepanzerte Aufklärungs Platoons uses the Spearhead Deployment rule (see page 261 in the rulebook) with all of their Gepanzerte Aufklärungs Platoons (including attached teams), 2. Panzerdivision Panther Platoons or Panzer Lehr Division Panzer Platoons.

PANZERKOMPANIE

ARMoured COMPANY

TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Panzerkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either 2. Panzerdivision (marked ) or Panzer Lehr Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

ARMOUR



Panther Platoon

Panzer Platoon

ARMOUR



Panther Platoon

Panzer Platoon

Gepanzerte Panzergrenadier Platoon

Gepanzerte Aufklärungs Platoon

ARMOUR



Panther Platoon

Panzer Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT




Panzer Anti-aircraft Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



 Tank-hunter Platoon

Assault Gun Platoon

INFANTRY



Gepanzerte Panzergrenadier Platoon

Panzergrenadier Platoon

Gepanzerte Panzerpionier Platoon

Gepanzerte Aufklärungs Platoon

Volksgrenadier Sturm Platoon

Volksgrenadier Schützen Platoon

INFANTRY



Panzergrenadier Platoon

Panzerpionier Platoon


Aufklärungs Platoon

Volksgrenadier Sturm Platoon

RECONNAISSANCE




Panzerspäh Platoon

 Half-tracked Panzerspäh Platoon

ARTILLERY




 Armoured Artillery Battery


 Motorised Artillery Battery

Volks Rocket Launcher Battery

ARTILLERY




 Armoured Artillery Battery

 Motorised Artillery Battery

 Armoured Heavy Artillery Battery

 Motorised Heavy Artillery Battery


 Panzer Rocket Launcher Battery

 Volks Heavy Artillery Battery

ANTI-AIRCRAFT



 Self-propelled Anti-aircraft Gun Platoon

 Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

2. Panzerdivision and Panzer Lehr Division are vastly experienced divisions. They have been fighting non-stop since the Allied Normandy invasion, except for the odd brief respite for refitting. A Panzerkompanie is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZERKOMPANIE HQ

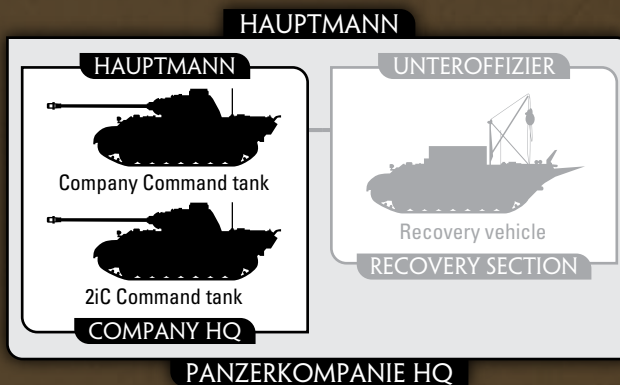
HEADQUARTERS

2 Panther G	375 points	375 points
1 Panther G	190 points	190 points
2 Panzer IV J	175 points	175 points
1 Panzer IV J	90 points	90 points
2 StuG G (late)	195 points	-
1 StuG G (late)	100 points	-

OPTION

- Add a Bergepanzer III recovery vehicle for +10 points or a Bergepanther recovery vehicle for +15 points.

The panzers are always found leading the way in a German offensive, often with close cooperation from the armoured infantry of the division, either from the panzergrenadier regiments or the *Aufklärungs Abteilung* (reconnaissance battalion).



You must field at least one Panzer Platoon or Panther Platoon entirely equipped with the same model of tank as the Company HQ.

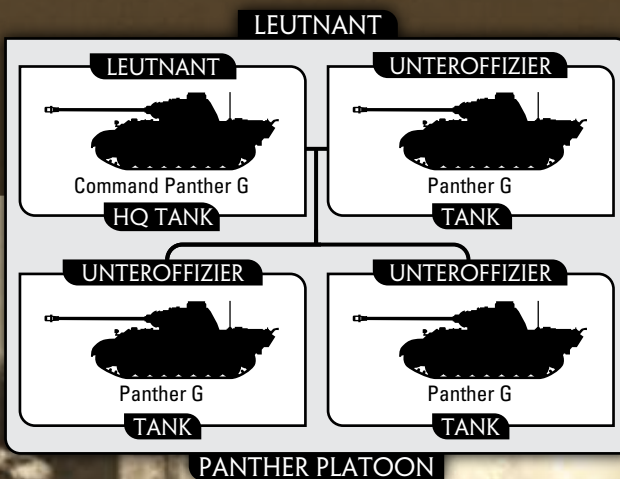
COMBAT PLATOONS

PANTHER PLATOON

PLATOON

4 Panther G	750 points	750 points
3 Panther G	560 points	560 points

The best panzers available to both 2. Panzerdivision and Panzer Lehr Division in the Panther G tank. It combined excellent armour with a powerful guns and good mobility.

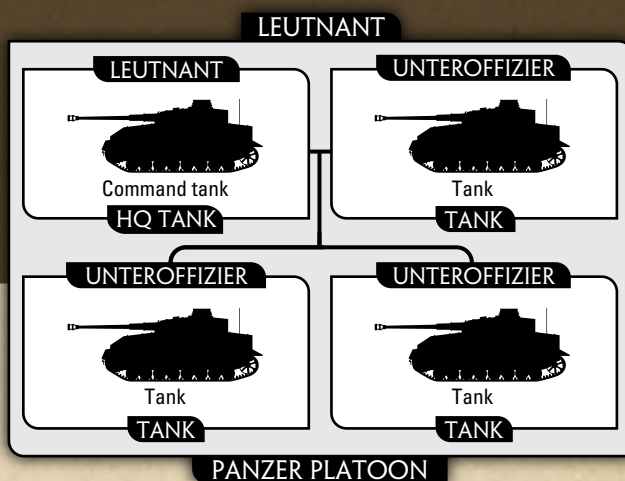


PANZER PLATOON

PLATOON

4 Panzer IV J	350 points	350 points
3 Panzer IV J	260 points	260 points
4 StuG G (late)	395 points	-
3 StuG G (late)	295 points	-

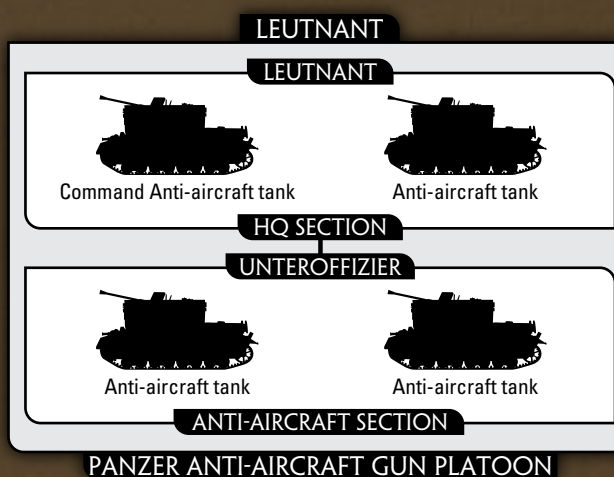
The panzer regiments usually had a mix of Panther and Panzer IV tanks, as was the case with the *Panzer Lehr Division*. However, *2. Panzerdivision* also had two companies of StuG G assault guns instead of Panzer IV J tanks in its Panzer IV battalion.



PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

4 Möbelwagen	220 points	220 points
3 Möbelwagen	165 points	165 points
2 Möbelwagen	110 points	110 points
4 Wirbelwind	220 points	220 points
3 Wirbelwind	165 points	165 points
2 Wirbelwind	110 points	110 points
3 Flakpanzer 38(t)	120 points	-
2 Flakpanzer 38(t)	80 points	-



To protect the panzers from Allied air power each panzer regiment was also equipped with anti-aircraft tanks.



116. PANZERDIVISION

16. Panzergrenadierdivision was formed from 16. Infanteriedivision (Mot) on 23 June 1943, but its organisation wasn't changed until October 1943. It was effectively destroyed on the eastern front at Uman in March 1944, and the remnants were used to begin forming 116. Panzerdivision on 28 March in France. Further personnel came from 179. Reserve-Panzerdivision.

After heavy losses with the 7th Army in Normandy, the division was moved to the Eifel region in Germany to rebuild. It was reinforced with personnel from Luftwaffe fortress battalions XII, XIII and XIX. On 13 October 1944, 108. Panzer Brigade was incorporated in to the division.

116. Panzerdivision and 560. Volksgrenadierdivision were part of the LVIII Panzerkorps of 5. Panzer Armee during the Ardennes campaign. 116. Panzer division's initial attack was against the US 112th Infantry Regiment of 28th Infantry Division at Lutzkampen.

On 17 December they captured a bridge over the Our River at Ouren, but it was too damaged to support heavy equipment, so 16. Panzer-Regiment (Kampfgruppe Bayer) was forced to retrace their steps and cross the Our at Dasburg. Having reassembled at Heinerscheid on 18 December the division spearhead captured Bertogne on 19 December. However, the Ourthe River bridge there had been destroyed. Instead they withdrew to Houffalize and continued west on the north side of the Ourthe and captured Samreé in the evening of 20 December. On 21 December 116. Panzerdivision crossed the Soy-Hotten road and attacked Hotten. Their attack on Hotten meet fierce US resistance and was repulsed.

They were ordered to again retrace their steps and return to La Roche where they crossed to the south side of the Ourthe and continue westward. For the next several days the division was completely worn down in continuous combat against the US 84th Infantry Division in the area of Verdenne and Marenne, between Hooton and Marche-en-Famenne. The division switched over to the defensive by the month's end.

116. PANZERDIVISION 'WINDHUND'

(Generalmajor Siegfried von Waldenberger)

16. Panzer-Regiment (Oberst Johannes Bayer)

60. Panzergrenadier-Regiment (Oberstleutnant Helmuth Zander)

156. Panzergrenadier-Regiment (Oberst Heinrich Voigtsberger)

146. Panzerartillerie-Regiment

116. Panzeraufklärungsabteilung (Hauptmann Eberhard Stephen)

228. Panzerjägerabteilung

281. FlaK Abteilung

675 Panzerpionier-Bataillon

IN FLAMES OF WAR

You can field 116. Panzerdivision using the 2. Panzerdivision options with the following option changes:

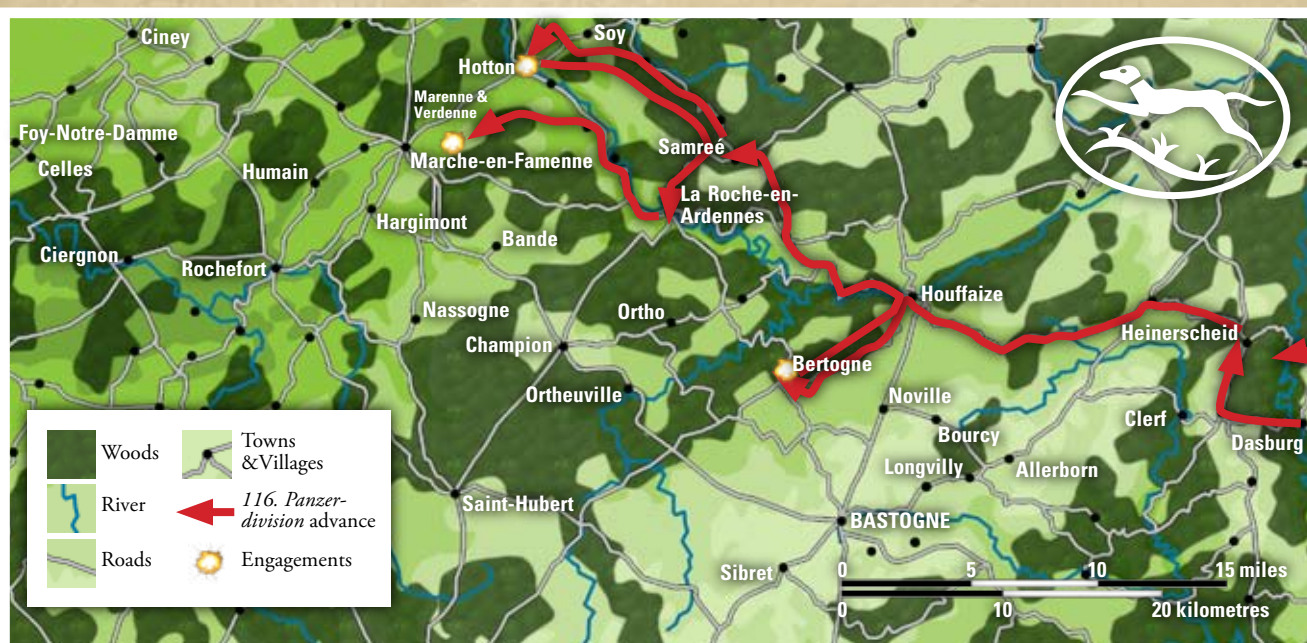
1: You can take the Panzer IV/70 (V) equipped Tank-hunter Platoon marked with the Lehr symbol.

3: You cannot take Panzerspäh Platoons, but may take Lehr marked Half-tracked Panzerspäh Platoons.

4: Panzer Anti-aircraft Gun Platoon may only be armed with two or three Möbelwagens.

5: You may not take Assault Gun Platoons in your force.

On a historical note, 146. Panzerartillerie-Regiment only had 3 Wespe self-propelled guns during the Ardennes offensive, so you may like to take just one section of three Wespe self-propelled guns if you take an Armoured Artillery Battery.



GEPANZERTE PANZERGRENADIERKOMPANIE

ARMoured INFANTRY COMPANY
MECHANISED COMPANY

HEADQUARTERS



HEADQUARTERS



Gepanzerte Panzer-
grenadierkompanie HQ

13

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either 2. Panzerdivision (marked ) or Panzer Lehr Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

INFANTRY



Gepanzerte
Panzergrenadier Platoon

13

INFANTRY



Gepanzerte
Panzergrenadier Platoon

13

Panzer Platoon

10

Panther Platoon

9

Assault Gun Platoon

21

INFANTRY



Gepanzerte
Panzergrenadier Platoon

13

INFANTRY



Gepanzerte Heavy
Platoon

14

WEAPONS PLATOONS

ARTILLERY



Gepanzerte Heavy
Mortar Platoon

14

ARMOUR



Cannon Platoon

15

INFANTRY



Gepanzerte
Panzerpionier Platoon

28

ARTILLERY



Self-propelled Infantry
Gun Platoon

15

FLAME-THROWER



 Armoured Flame-
thrower Platoon

15

RECONNAISSANCE



Panzergrenadier
Scout Platoon

28

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Panther Platoon

9

Panzer Platoon

10

 Assault Gun Platoon

21

 Tank-hunter Platoon

21

INFANTRY



Panzergrenadier Platoon

23

INFANTRY




Panzerpionier Platoon

28

ARTILLERY



 Armoured Artillery
Battery

31

Motorised Artillery
Battery


30

Volks Rocket
Launcher Battery

33

ARTILLERY



 Armoured Artillery
Battery

31

Motorised Artillery
Battery


30

 Armoured Heavy
Artillery Battery

31

Motorised Heavy
Artillery Battery

30

 Volks Heavy Artillery
Battery

32

ANTI-AIRCRAFT



 Self-propelled Anti-
aircraft Gun Platoon

33

Panzer Anti-aircraft
Gun Platoon

10

 Anti-aircraft Gun
Platoon

34

AIRCRAFT



Air Support

34

Sd Kfz 251/1 half-track of
116. Panzerdivision.

MOTIVATION AND SKILL

2. Panzerdivision and Panzer Lehr Division are vastly experienced divisions. They have been fighting non-stop since the Allied Normandy invasion, except for the odd brief respite for refitting. A Gepanzerte Panzergrenadierkompanie is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

GEPANZERTE PANZERGRENADIERKOMPANIE HQ HEADQUARTERS

Company HQ

80 points

During the Ardennes campaign armoured panzergrenadiers of 901. Panzergrenadier Lehr Regiment under Oberst Paul Freiherr von Hauser formed the core of *Kampfgruppe* 901. They were further supported by the 6th Company of 130. Panzer Lehr Regiment with Panzer IV J tanks, II. Bataillon/130. Panzerartillerie-Regiment.


2. Panzerdivision used *Kampfgruppe* Gutmann made up of 2. Panzergrenadier-Regiment supported by one company of 38. Panzerjäger Abteilung (StuG G) and 1st Company, I. Abteilung/3. Panzer-Regiment (Panther G) as a strong reserve.


HAUPTMANN

HAUPTMANN


Company Command
Panzerfaust SMG team


2iC Command
Panzerfaust SMG team


Sd Kfz 251/1 D half-track


Sd Kfz 251/1 D half-track

COMPANY HQ

GEPANZERTE PANZERGRENADIERKOMPANIE HQ

The Company HQ of a Gepanzerte Panzergrenadierkompanie may use the Mounted Assault special rule.

COMBAT PLATOONS

GEPANZERTE PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads

285 points

2 Panzergrenadier Squads

200 points

OPTION

- Replace Command Panzerfaust MG team with Command Panzerfaust SMG team at no cost.
- Add Tank-hunter team for +20 points.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.

The Gepanzerte Panzergrenadier Platoon provide excellent attacking and defensive capabilities. With plenty of machine-guns and Panzerfausts, both enemy infantry and tanks must think twice before attacking them. On attack the firepower, mobility and armoured protection of their Sd Kfz 251/1 D half-tracks allows them to quickly approach enemy infantry and launch a devastating mounted assault.

LEUTNANT OR OBERFELDWEBEL

LEUTNANT OR OBERFELDWEBEL


Command Panzerfaust
MG team


Tank-hunter team



Sd Kfz 251/1 D
half-track

HQ SECTION

UNTEROFFIZIER


Panzerfaust
MG team


Panzerfaust
MG team



Sd Kfz 251/1 D half-track

PANZERGRENADIER SQUAD

UNTEROFFIZIER


Panzerfaust
MG team


Panzerfaust
MG team


Sd Kfz 251/1 D half-track

PANZERGRENADIER SQUAD

UNTEROFFIZIER


Panzerfaust
MG team


Panzerfaust
MG team


Sd Kfz 251/1 D
half-track

PANZERGRENADIER SQUAD

GEPANZERTE PANZERGRENADIER PLATOON

GEPA NZERTE HEAVY PLATOON

PLATOON

HQ Section and

2 Machine-gun Sections with:

4 MG42 HMG	165 points	165 points
3 MG42 HMG	135 points	135 points

HQ Section and

1 Machine-gun Sections with:

2 MG42 HMG	90 points	90 points
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HQ Section with:

No Machine-guns	15 points	15 points
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OPTIONS

- Add Gun Section with:

2 Sd Kfz 251/9 D (7.5cm)	-	+80 points
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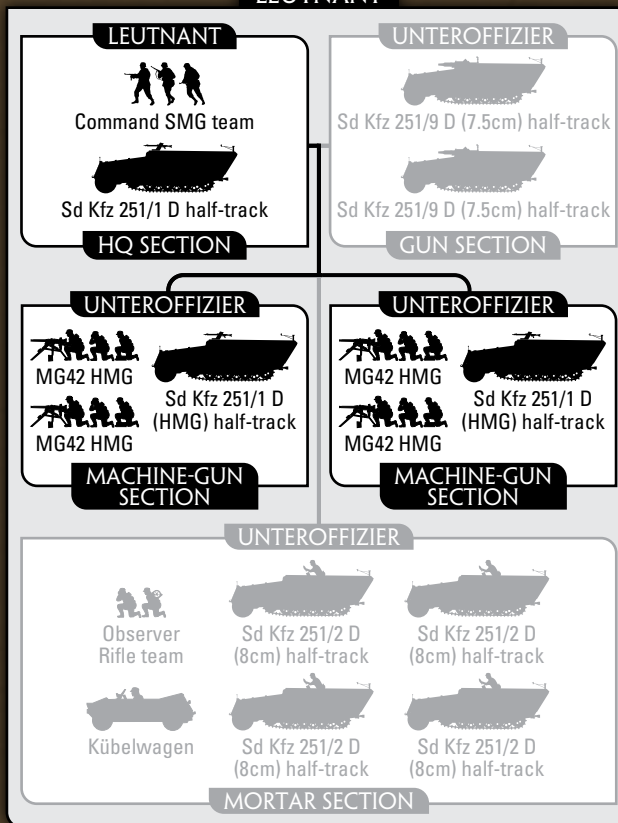
- Add Mortar Section with:

4 Sd Kfz 251/2 D (8cm)	+155 points	-
3 Sd Kfz 251/2 D (8cm)	+120 points	-
2 Sd Kfz 251/2 D (8cm)	+85 points	+85 points

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.

A Gepanzerte Heavy Platoon must have a Gun or Mortar Section if it has no Machine-gun Sections.

LEUTNANT



GEPA NZERTE HEAVY PLATOON

The concentrated firepower of the heavy platoon gives the armoured Panzergrenadiers the ability to form a *Schwerpunkt* (focus of effort) in on attack or defence. With mortars to pin the enemy, machine-guns to cut down enemy counter-attacks and Sd Kfz 251/9 assault guns to knockout machine-gun nest, you have a tool for every task.

Gepanzerte Heavy Platoons may make Combat Attachments to Gepanzerte Panzergrenadier Platoons.

WEAPONS PLATOONS

GEPA NZERTE HEAVY MORTAR PLATOON

PLATOON

HQ Section with:

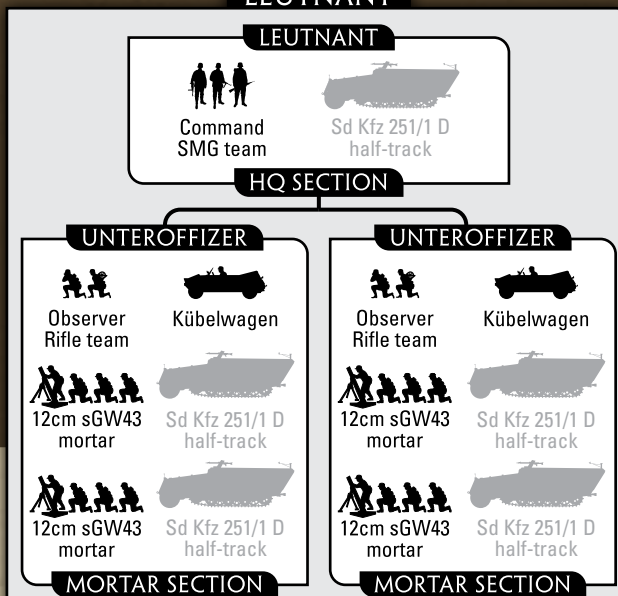
2 Mortar Sections	165 points
1 Mortar Section	85 points

OPTIONS

- Add Sd Kfz 251/1 D half-tracks for +5 points per half-track.
- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.

The heavy mortar platoon provides Panzergrenadiers with the highly accurate and responsive fire of a mortar combined with a large payload of high explosive. The 12cm sGW43 mortars are able to blast away dug in troops and guns to give your troops deadly fire support.

LEUTNANT



GEPA NZERTE HEAVY MORTAR PLATOON

CANNON PLATOON

PLATOON

6 Sd Kfz 251/9 D (7.5cm)

240 points

4 Sd Kfz 251/9 D (7.5cm)

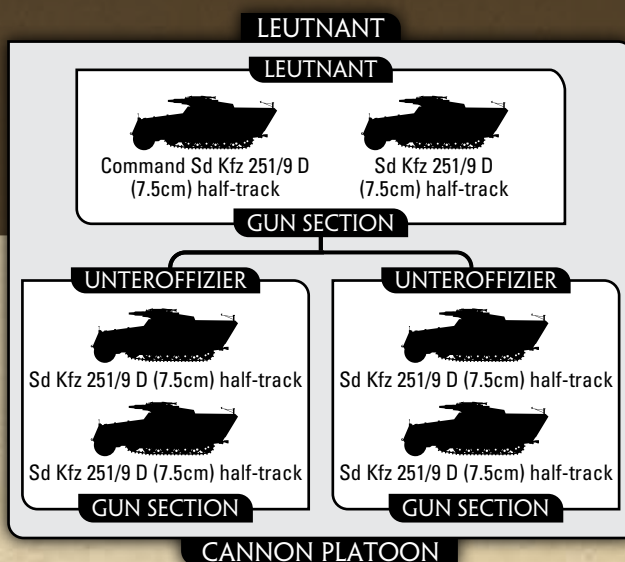
160 points

2 Sd Kfz 251/9 D (7.5cm)

80 points

The Sd Kfz 251/9 (7.5cm) assault guns of the cannon platoon provide the Panzergrenadiers their own direct fire support. With the same gun as the older models of StuG assault gun, they target enemy mortars, machine-guns and guns to clear the way for your infantry.

Do not expect them to fight as tanks, as their light armour will lead them only to a fiery doom.



REGIMENTAL SUPPORT PLATOONS

SELF-PROPELLED INFANTRY GUN PLATOON

PLATOON

HQ Section with:

3 Grille K

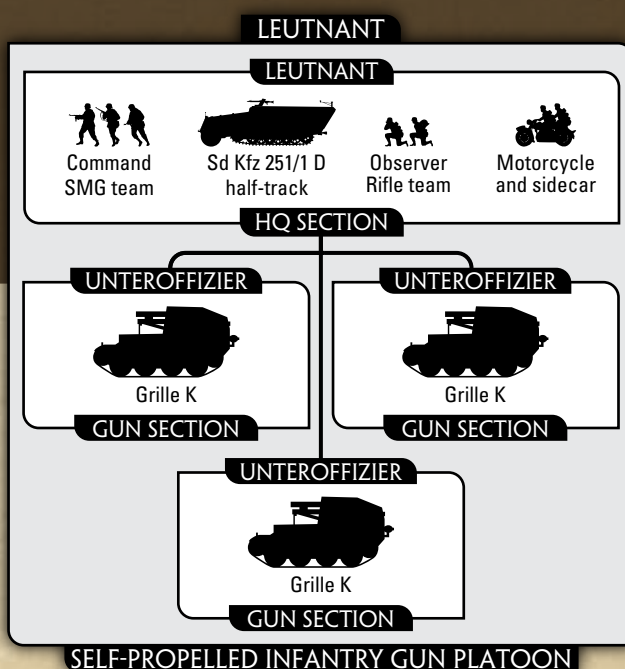
240 points

2 Grille K

170 points

Grille K self-propelled infantry guns are far more flexible than the towed models. They can still operate as artillery, but when needed can drive forward, using the protection of their armour, to bring the enemy under direct fire for faster results.

2. *Panzerdivision* and *Panzer Lehr Division* were issued platoons of three, making the firepower of their self-propelled infantry guns more effective, especially when used to fire as artillery.



ARMoured FLAME-THROWER PLATOON

PLATOON

4 Sd Kfz

251/16 D (Flamm)

210 points

-

3 Sd Kfz

251/16 D (Flamm)

160 points

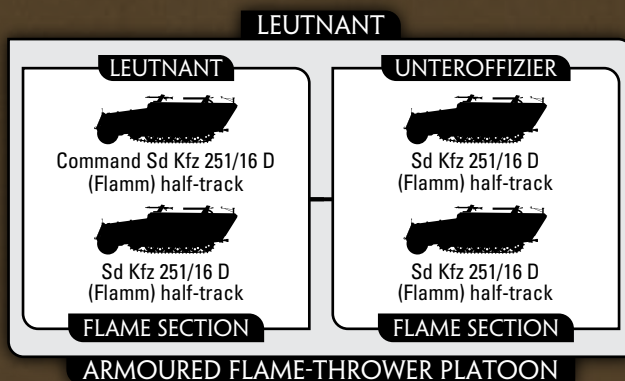
-

2 Sd Kfz

251/16 D (Flamm)

105 points

-



Flame-throwers are offensive weapons designed to take the initiative away from the enemy and provide deadly support to attacking Panzergrenadiers.

GEPANZERTE AUFKLÄRUNGSSCHWADRON

ARMoured RECONNAISSANCE SQUADRON
MECHANISED COMPANY



HEADQUARTERS

HEADQUARTERS



Gepanzerte Aufklärungs-
schwadron HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either 2. Panzerdivision (marked ) or Panzer Lehr Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

WEAPONS PLATOONS

COMBAT PLATOONS

INFANTRY



Gepanzerte Aufklärungs
Platoon


INFANTRY



Gepanzerte Aufklärungs
Platoon

 Panther Platoon

 Panzer Platoon

 Tank-hunter
Platoon

INFANTRY



Gepanzerte Aufklärungs
Platoon

INFANTRY



Gepanzerte Aufklärungs
Heavy Platoon

RECONNAISSANCE



Panzerspäh Platoon

 Half-tracked
Panzerspäh Platoon

RECONNAISSANCE



Panzerspäh Platoon

 Half-tracked
Panzerspäh Platoon

ARMOUR



7.5cm Armoured Car
Platoon

INFANTRY



Aufklärungs Platoon

INFANTRY



Gepanzerte
Panzerpionier Platoon


ARMOUR



Aufklärungs Cannon
Platoon

ARTILLERY



 Aufklärungs Mortar
Platoon


DIVISIONAL SUPPORT PLATOONS

ARMOUR




 Panther Platoon


 Panzer Platoon

 Tank-hunter
Platoon

ARTILLERY




 Armoured Artillery
Battery


 Motorised Artillery
Battery


 Volks Rocket
Launcher Battery

ARTILLERY



 Armoured Artillery
Battery

 Motorised Artillery
Battery

 Armoured Heavy
Artillery Battery

 Motorised Heavy
Artillery Battery

AIRCRAFT



Air Support



MOTIVATION AND SKILL

2. Panzerdivision and Panzer Lehr Division are vastly experienced divisions. They have been fighting non-stop since the Allied Normandy invasion, except for the odd brief respite for refitting. Gepanzerte Aufklärungsschwadron is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

GEPA NZERTE AUFKLÄRUNGSSCHWADRON HQ HEADQUARTERS

Company HQ	80 points
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Both 2. Panzerdivision and Panzer Lehr Division led their advance on the Muese River during the Ardennes offensive with the armoured infantry of their *Aufklärungs-abteilung* (reconnaissance battalion) supported by panzers.

Kampfgruppe von Böhm of 2. Panzerdivision was supported by a company of 14 Panther G tanks. *Kampfgruppe* von Fallois of Panzer Lehr Division was supported by a company of Panzer IV J tanks and a company of Panzer IV/70 (V) tank-hunters.

HAUPTMANN



Company Command
Panzerfaust SMG team



Sd Kfz 250 half-track



2iC Command
Panzerfaust SMG team



Sd Kfz 250 half-track

COMPANY HQ

GEPA NZERTE AUFKLÄRUNGSSCHWADRON HQ

The Company HQ of a Gepanzerte Aufklärungsschwadron may use the Mounted Assault special rule.

COMBAT PLATOONS

GEPA NZERTE AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

3 Aufklärungs Squads	285 points
2 Aufklärungs Squads	200 points


OPTIONS

- Replace Command Panzerfaust MG team with Command Panzerfaust SMG team at no cost.
- Add Tank-hunter team for +20 points.
- Add an additional Sd Kfz 250 half-track to each squad for +10 points per half-track.


The Gepanzerte Aufklärungs Platoons were used to lead the way in the Ardennes offensive because of their outstanding attack and defensive capabilities. With all their machine-guns, enemy infantry will have trouble getting close, especially if their half-tracks are nearby as a mobile base of fire.

The dismounted infantry are a formidable force themselves with two MG42 machine-guns per squad. Bristling with Panzerfaust and Panzerschreck anti-tank weapons, it would be a brave enemy tank indeed that would approach them to closely.


LEUTNANT OR OBERFELDWEBEL



Command Panzerfaust
MG team




Tank-hunter
team




Sd Kfz 250 half-track

HQ SECTION


UNTEROFFIZIER




Panzerfaust
MG team



Sd Kfz 250
half-track




Panzerfaust
MG team




Sd Kfz 250
half-track

AUFKLÄRUNGS SQUAD


UNTEROFFIZIER




Panzerfaust
MG team



Sd Kfz 250
half-track




Panzerfaust
MG team




Sd Kfz 250
half-track

AUFKLÄRUNGS SQUAD

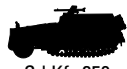
UNTEROFFIZIER




Panzerfaust
MG team



Panzerfaust
MG team



Sd Kfz 250
half-track



Sd Kfz 250
half-track

AUFKLÄRUNGS SQUAD

GEPA NZERTE AUFKLÄRUNGS PLATOON

Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.

GEPANZERTE AUFKLÄRUNGS HEAVY PLATOON

PLATOON

HQ Section with:

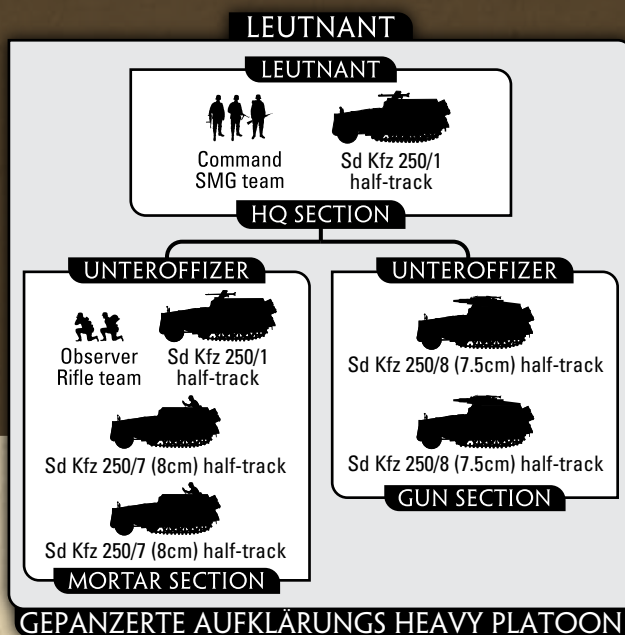
Mortar and Gun Sections	180 points
Mortar Section	100 points
Gun Section	95 points

OPTION

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.

Gepanzerte Aufklärungs Heavy Platoons may make Combat Attachments to Gepanzerte Aufklärungs Platoons.

The heavy platoon is equipped with mortars and 7.5cm cannons to give the Gepanzerte Aufklärungs Platoons immediate support.



WEAPONS PLATOONS

PANZERSPÄH PLATOON

PLATOON

With Sd Kfz 234/2 Puma:

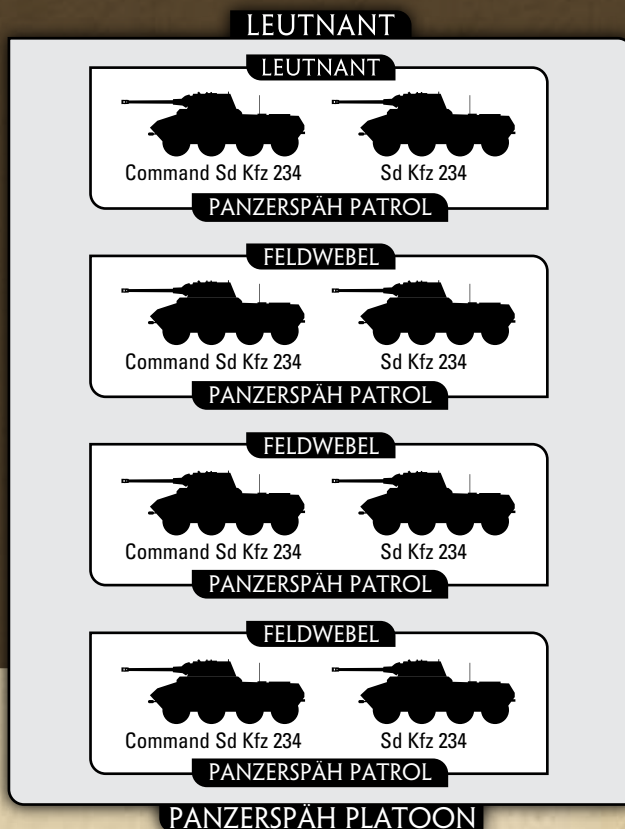
4 Panzerspäh Patrols	400 points
3 Panzerspäh Patrols	300 points
2 Panzerspäh Patrols	200 points
1 Panzerspäh Patrol	100 points

OPTIONS

- Replace all Sd Kfz 234/2 Puma armoured cars in one Panzerspäh Patrol with Sd Kfz 231 (8-rad) armoured cars for -30 points.
- ♣ Replace all Sd Kfz 234/2 Puma armoured cars in one Panzerspäh Patrol with Sd Kfz 234/1 armoured cars for -25 points.
- ♣ Replace all Sd Kfz 234/2 Puma armoured cars in any Panzerspäh Patrols with Sd Kfz 234/1 armoured cars for -25 points per patrol.

Panzerspäh Patrols are Reconnaissance Platoons.

By the time of the Ardennes offensive the Sd Kfz 234/2 Puma armoured car was in use by both 2. Panzerdivision and Panzer Lehr Division. Additionally the 2cm armed Sd Kfz 234/1 armoured car had entered service with both divisions. A few older Sd Kfz (8-rad) armoured cars were also in service.



Panzerspäh Patrols operate as separate platoons, each with their own command team.

HALF-TRACKED PANZERSPÄH PLATOON

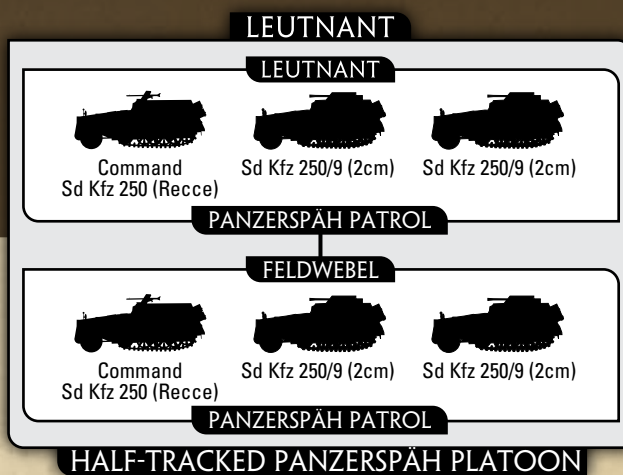
PLATOON

2 Panzerspäh Patrols	-	230 points
1 Panzerspäh Patrol	-	115 points

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

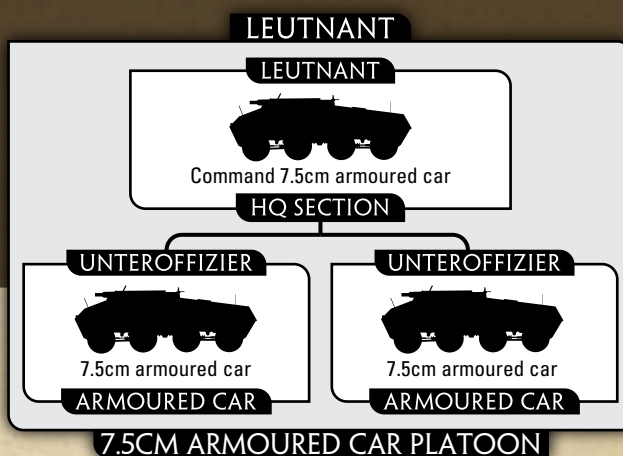
As well as 8-wheeled armoured cars, *Panzer Lehr Division* also utilised half-tracked Sd Kfz 250/9 half-tracks for reconnaissance work.



7.5CM ARMoured CAR PLATOON

3 Sd Kfz 233 (7.5cm)	145 points	-
2 Sd Kfz 233 (7.5cm)	95 points	-
3 Sd Kfz 234/3 (7.5cm)	-	150 points
2 Sd Kfz 234/3 (7.5cm)	-	100 points

For fire support the 7.5cm armed armoured cars clear the way for the other armoured cars by knocking out anti-tank guns and entrenched infantry.



AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

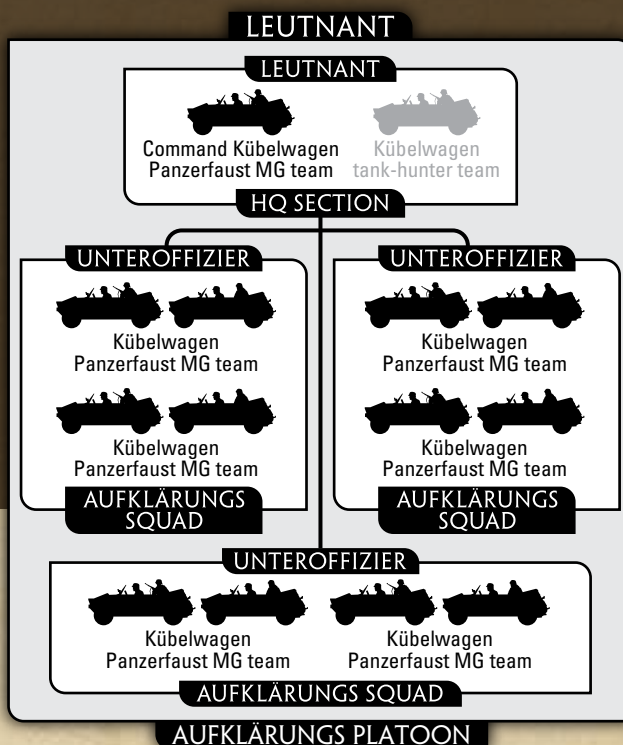
3 Aufklärungs Squads	320 points
2 Aufklärungs Squads	230 points

OPTION

- Replace the Command Kübelwagen Panzerfaust MG team with a Command Panzerfaust Kübelwagen SMG team at no cost.
- Add Kübelwagen Tank-hunter team for +20 points.
- Replace all Kübelwagen teams with the equivalent Schwimmwagen teams for +5 points for the platoon.

Aufklärungs Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.

3. Kompanie, Panzer Aufklärungsabteilung 2 (2. Panzerdivision) were meant to be mounted in Sd Kfz 251 half-tracks, but only had bicycles for the Ardennes offensive. However, they quickly utilised captured American jeeps to motorise themselves once again.

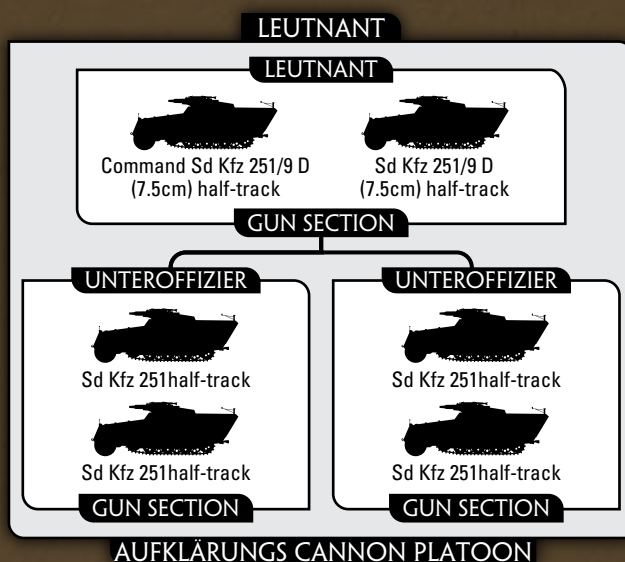


You can model your Kübelwagen teams with captured US Jeep models.

AUFKLÄRUNGS CANNON PLATOON

PLATOON

6 Sd Kfz 251/9 D	-	240 points
4 Sd Kfz 251/9 D	-	160 points
2 Sd Kfz 251/9 D	80 points	80 points
2 Sd Kfz 251/9 D, 2 Sd Kfz 251/21 D (Triple 15mm), & 2 Sd Kfz 251/2 D (8cm)	240 points	-
2 Sd Kfz 251/9 D & 2 Sd Kfz 251/21 D (Triple 15mm)	170 points	-



The 4th company of a *Panzer Aufklärungsabteilung* was a heavy company with supporting weapons. The heavy company of *Panzer Aufklärungs Lehr Abteilung* was us to strength and they fielded a full platoon of six Sd Kfz 251/9 D assault guns in their cannon platoon. However, *Panzer Aufklärungsabteilung* 2 only had two assault guns

and combined them with their small numbers of other weapons half-tracks into a combined heavy platoon. This gives them a unique weapons platoons of two Sd Kfz 251/9 D (7.5cm) assault guns, two Sd Kfz 251/21 D (Triple 15mm) anti-aircraft and two Sd Kfz 251/2 D 8cm mortar half-tracks.

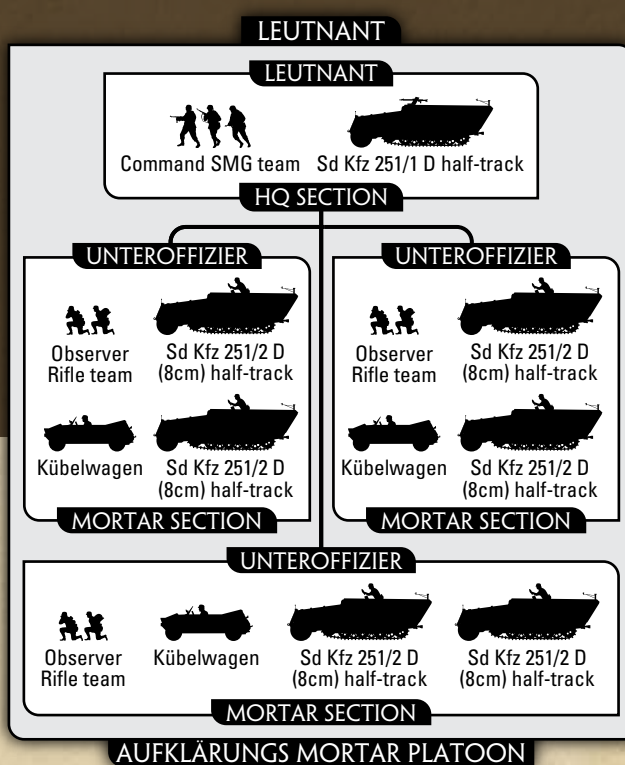
AUFKLÄRUNGS MORTAR PLATOON

PLATOON

HQ Section and:

3 Mortar Sections with: 6 Sd Kfz 251/2 D	-	240 points
2 Mortar Sections with: 4 Sd Kfz 251/2 D	-	175 points
1 Mortar Section with: 2 Sd Kfz 251/2 D	-	90 points

The 4th heavy company of *Panzer Aufklärungs Lehr Abteilung* included a mortar platoon of 8cm mortars mounted in Sd Kfz 251 half-tracks. However, *Panzer Aufklärungsabteilung* 2 only had two mortar half-tracks in its heavy company and these were fielded in a combined heavy platoon with their other weapons half-tracks.



9. PANZERDIVISION

9. *Panzerdivision* was on raised on 3 January 1940 from 4. *Leichte Division* (4th Light Division). It then played a major role in the 1940 campaign, advancing through The Netherlands, Belgium and into France with *Armeegruppe B*. The division travelled further than any other German division during the 1940 campaign. In April 1941 the division took part in the invasions of Yugoslavia and Greece. It then fought with *Armeegruppe Süd* (Army Group South) during Operation Barbarossa, the German invasion of the Soviet Union. It fought in the encirclement battles on the Dniepr River bend around Kiev. In the summer of 1942 the division took part in the drive for the Caucasus oilfields that resulted in the Battle for Stalingrad. 9. *Panzerdivision* avoided being caught in the Stalingrad encirclement by being transferred to *Armeegruppe Mitte* (Army Group Centre). In 1943 it took part in the battle of Kursk, and after the failure of the offensive spent the rest of 1943 on defence. It was withdrawn to France for rebuilding in May 1944 and by August it had been sent to Normandy to help halt the Allied invasion. Despite dwindling strength the division was kept in the line until September, by which time it had retreated to Aachen in Germany. It was rebuilt once again, incorporating 2105. *Panzerabteilung* and other units from the 105. *Panzer-Brigade*, and was back in the line at Aachen in mid-October 1944.

The division initially wasn't going to be part of the Ardennes offensive of December 1944, instead it was earmarked to take part in an attack in the Venlo Region. However, as the Ardennes offensive made slow progress 9. *Panzerdivision* was transferred to the reserve of the Fifteenth Army on 18 December. It was then moved to the *XLVII Korps* to follow behind 2. *Panzerdivision* as it made its thrust towards the Meuse River. Lack of fuel and the congested roads meant that 9. *Panzerdivision* didn't catch up with the main body of 2. *Panzerdivision* near Rochefort until 25 December. Some Panther tanks of 33. *Panzer-Regiment* joined *Kampfgruppe Holtmeyer* (2. *Panzerdivision*) as they tried to relieve *Kampfgruppen* Von Böhm and von Cochenhausen. Once again lack of fuel, US artillery fire and domination of the sky by American and British fighter-bombers halted the relieving attack. It was decided to withdraw rather than risk the encirclement of the rest of 2. *Panzerdivision*. The rest of 9. *Panzerdivision* meanwhile set about securing the northern flank by taking Humain on 26 December. Two days later they were pushed out by Combat Command A of the US 2nd Armored Division.

The division was reassigned to the *LVIII Korps* on 29 December. They continued to fight in the line until 14 January 1945, retiring to the Eifel Region in Germany,



where the division distinguished itself. It fought against the Allied bridgehead at Remagen in February, by which time it was just a battalion-sized *kampfgruppe* of 600 men and 15 tanks. It was forced to retreat in March and was encircled and captured in the Ruhr Pocket in April 1945.

9. PANZERDIVISION

(Generalmajor Freiherr Harald von Elverfeldt)

33. Panzer-Regiment (Oberst Werner Streit)

10. Panzergrenadier-Regiment (Oberstleutnant Dr. Johann Reich)

11. Panzergrenadier-Regiment

102. Panzerartillerie-Regiment

9. Panzeraufklärungsabteilung (Hauptmann Heinrich Voutta)

50. Panzerjägerabteilung

287. FlaK Abteilung (Hauptmann Rolf Schmidt)

86. Panzerpionier-Bataillon

IN FLAMES OF WAR

You can field 9. *Panzerdivision* using the 2. *Panzerdivision* options with the following changes:

1: You can take the Panzer IV/70 (V) equipped Tank-hunter Platoon marked with the Lehr symbol.

2: You cannot take an Armoured Artillery Battery. 102. *Panzerartillerie-Regiment* had no Wespe self-propelled guns available during the Ardennes offensive. They did have nine Hummel self-propelled heavy howitzers, so you can still take a Armoured Heavy Artillery Battery.

3: You can only take Panzerspäh Platoons armed with Sd Kfz 231 (8-rad) or Sd Kfz 234/1 armoured cars.

4: Panzer Anti-aircraft Gun Platoon may not be armed with Flakpanzer 38(t).

5: You may not take Assault Gun Platoons in your force.

PANZERGRENADIERKOMPANIE

MOTORISED INFANTRY COMPANY

INFANTRY COMPANY



HEADQUARTERS

HEADQUARTERS



Panzergränadierkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your force must be either 2. Panzerdivision (marked ) or Panzer Lehr Division (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol. If the platoon does not have either symbol, you can take equipment and options marked with any symbol, or no symbol.

COMBAT PLATOONS

INFANTRY



Panzergränadier Platoon

INFANTRY



Panzergränadier Platoon

INFANTRY



Panzergränadier Platoon

INFANTRY



Panzergränadier Heavy Platoon

WEAPONS PLATOONS

ARTILLERY



Panzergränadier Heavy Mortar Platoon

 Panzergränadier Mortar Platoon

ARTILLERY



 Panzergränadier Infantry Gun Platoon

ANTI-AIRCRAFT



Panzergränadier Anti-aircraft Gun Platoon

ARMOUR



 Cannon Platoon

INFANTRY



Panzerpionier Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Self-propelled Infantry Gun Platoon

 Panzergränadier Heavy Infantry Gun Platoon

FLAME-THROWER



 Armoured Flame-thrower Platoon

RECONNAISSANCE



Panzergränadier Scout Platoon

DIVISIONAL SUPPORT PLATOONS


ARMOUR



Panther Platoon

Panzer Platoon

Assault Gun Platoon

 Tank-hunter Platoon

ARMOUR



Panther Platoon

Panzer Platoon

 Assault Gun Platoon

ANTI-TANK



Anti-tank Gun Platoon

INFANTRY



Gepanzerte Panzergränadier Platoon

Volksgrenadier Sturm Platoon

Volksgrenadier Schützen Platoon

INFANTRY



Gepanzerte Panzerpionier Platoon

Panzerpionier Platoon

ARTILLERY




 Armoured Artillery Battery

Motorised Artillery Battery

Volks Rocket Launcher Battery

ARTILLERY



 Armoured Artillery Battery

Motorised Artillery Battery

 Armoured Heavy Artillery Battery

Motorised Heavy Artillery Battery

Volks Heavy Artillery Battery

 Panzer Rocket Launcher Battery

ANTI-AIRCRAFT



 Self-propelled Anti-aircraft Gun Platoon

Panzer Anti-aircraft Gun Platoon

Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

CAPTURED VEHICLES

In the first days of the offensive *Panzer Lehr Division* captured approximately 120 undamaged jeeps and over 150 intact trucks. 2. *Panzerdivision* had also captured large numbers of American vehicles, including trucks, jeeps, and half-tracks, enough to motorise both of its bicycle battalions.

Since the only difference is a visual one, feel free to model any or all of your *Kübelwagen* jeeps with American Jeeps and your 3-ton trucks with American 2½-ton trucks.

MOTIVATION AND SKILL

2. Panzerdivision and Panzer Lehr Division are vastly experienced divisions. They have been fighting non-stop since the Allied Normandy invasion, except for the odd brief respite for refitting. A Panzergrenadierkompanie is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZERGRENADIERKOMPANIE HQ


HEADQUARTERS

Company HQ

65 points

OPTIONS

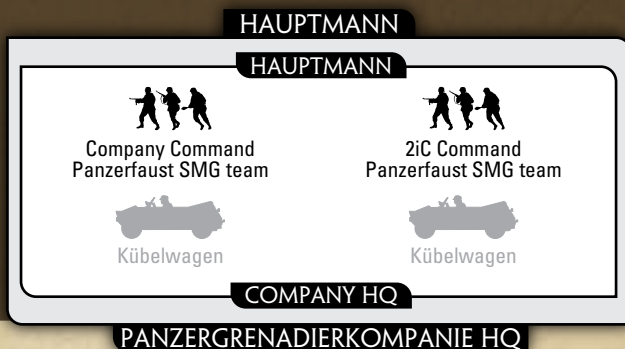
- Add Kübelwagen jeeps for +5 points.

 Replace Kübelwagen jeeps with Sd Kfz 251/1 half-tracks for +10 points per half-track.

The Company HQ of a Panzergrenadierkompanie mounted in Sd Kfz 251/1 half-tracks may use the Mounted Assault special rule.

The bulk of the infantry of both 2. Panzerdivision and Panzer Lehr Divisions' is made up of motorised Panzergrenadiers.

They made up the bulk of 2. Panzer Division's Kampfgruppe



Cochenhausen, Kampfgruppe Holtmeyer and Kampfgruppe Gutmann. They also formed most of Panzer Lehr Division's Kampfgruppe 902. Panzer Lehr Division's motorised Panzergrenadierkompanie headquarters were often mounted in Sd Kfz 251 half-track, even though most of the panzergrenadiers themselves were not.

COMBAT PLATOONS

PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads


245 points

2 Panzergrenadier Squads

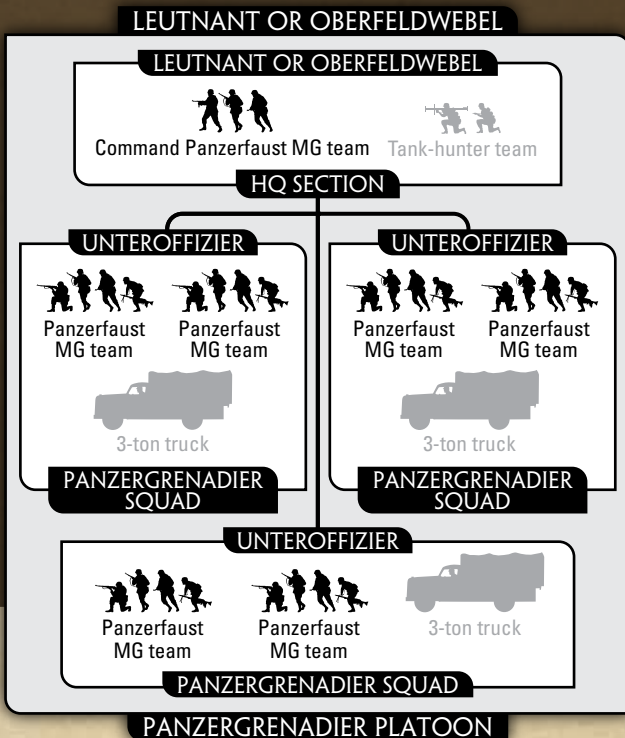
175 points

OPTIONS

- Replace Command Panzerfaust MG team with Command Panzerfaust SMG team at no cost.
- Replace all the Panzerfaust MG teams with Panzerfaust Assault Rifle teams in two Panzergrenadier Squads and the HQ Section for +25 points.
- Add Tank-hunter team for +20 points.
- Add 3-ton trucks for +5 points for the platoon.

 Replace 3-ton trucks with captured US M3 half-tracks for +5 points per half-track.

Despite their name, most Panzergrenadiers are motorised in trucks rather than mounted in armoured half-tracks. They are the core of the Panzer divisions and are well armed with two MG-42 machine-guns in each section. They are additionally armed with Panzerfaust and Panzerschreck anti-tank weapons. Some units may have begun to adopt the later organisation equipping two squads with StG44 assault rifles.



*Panzergrenadier Platoons mounted in captured US M3 half-tracks **do not** use the Mounted Assault special rule.*

PANZERGRENADIER HEAVY PLATOON

PLATOON

HQ Section and

2 Machine-gun Sections with:

4 MG42 HMG	135 points	-
3 MG42 HMG	105 points	-

HQ Section and

1 Machine-gun Sections with:

2 MG42 HMG	70 points	70 points
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HQ Section with:

No Machine-guns	10 points	10 points
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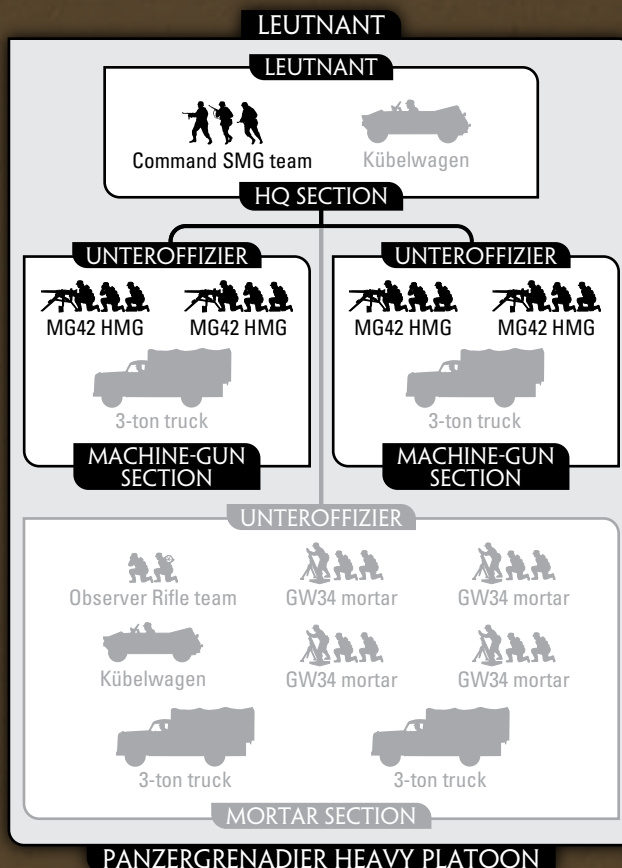
OPTIONS

- Add Mortar Section with:

4 8cm GW34	+115 points	+115 points
3 8cm GW34	+90 points	+90 points
2 8cm GW34	+65 points	+65 points

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen jeeps and 3-ton trucks for +5 points for the platoon.

A Panzergrenadier Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.



The Panzergrenadier Heavy Platoon operates forward with the Panzergrenadiers on attack, providing mortars to engage enemy guns and machine-gun positions and machine-guns pin down enemy infantry.

Panzergrenadier Heavy Platoons may make Combat Attachments to Panzergrenadier Platoons.

WEAPONS PLATOONS

PANZERGRENADIER HEAVY MORTAR PLATOON

PLATOON

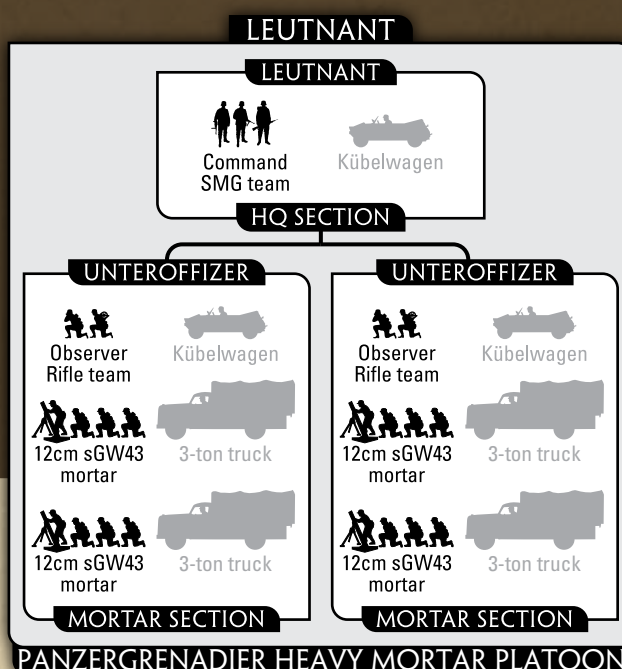
HQ Section with:

2 Mortar Sections	165 points
1 Mortar Section	85 points

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen Jeeps and 3-ton trucks for +5 points for the platoon.

Though part of the official organisation of the *Schwere Kompanie* (heavy company) of a Panzergrenadier battalion for some time, it is only in late 1944 that most regiments have their allocation of 12cm sGW43 heavy mortars, supplementing the old 8cm medium mortars. These are as flexible as the 8cm mortar, but with more hitting power to dig enemy guns and infantry out of prepared positions.



PANZERGRENADIER MORTAR PLATOON

PLATOON

HQ Section with:

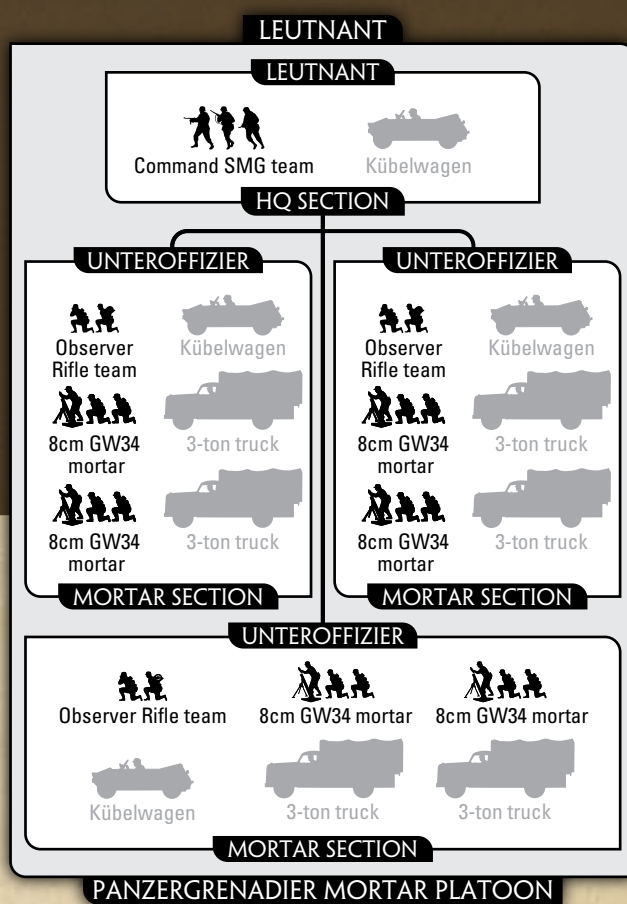
3 Mortar Sections	180 points	-
2 Mortar Sections	125 points	-
1 Mortar Section	65 points	-

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen jeeps and 3-ton trucks for +5 points for the platoon.

Some 2. *Panzerdivision* panzergrenadier battalions still had the older 8cm GW34 medium mortars. These continued to play an important role in support of the Panzergrenadiers.

They can be used in mass to deliver disrupting barrages to halt enemy attacks or pin them down before an assault. They can be used to drop smoke on the enemy to obscure their shooting. They can also be used individually in direct fire to knock out guns and machine-guns protected by entrenchments.



PANZERGRENADIER INFANTRY GUN PLATOON

PLATOON

HQ Section and

2 Infantry Gun Sections with:

4 7.5cm PaK50	140 points	-
4 7.5cm IG37	120 points	-

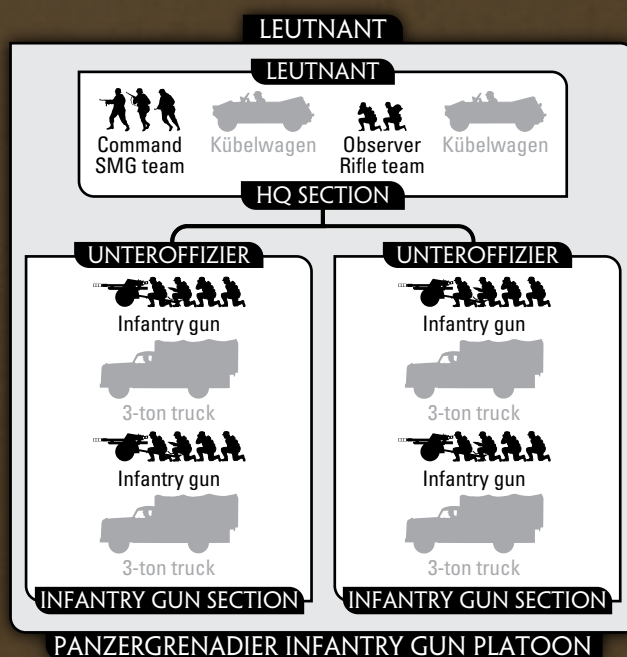
HQ Section and

1 Infantry Gun Section with:

2 7.5cm PaK50	75 points	-
2 7.5cm IG37	65 points	-

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen Jeeps and 3-ton trucks for +5 points for the platoon.



The Panzergrenadiers of 2. *Panzerdivision* were also supported by some of the new light infantry guns. The 7.5cm IG37 gun is a modernised gun on a light 3.7cm PaK36 trail. The 7.5cm PaK50 is a more sophisticated gun based

on a cut down 7.5cm PaK40 on a light 5cm PaK38 trail. It has almost the same power as the 7.5cm PaK40, but uses a large muzzle brake to prevent the weapon being ripped apart every time it fires.

PANZERGRENADIER ANTI-AIRCRAFT GUN PLATOON

HQ Section with:

3 2cm FlaK38

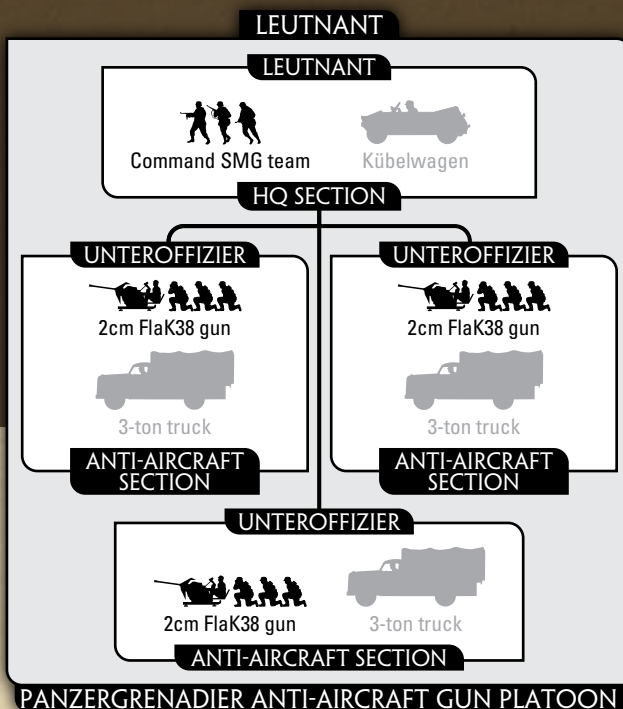
75 points

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen Jeeps and 3-ton trucks for +5 points for the platoon.

The motorised Panzergrenadiers need their own anti-aircraft weapons to protect them from the Allied air forces. The 2cm FlaK38 gun has to be carried or towed by a truck, but it can be hidden with ease once dismounted.

Usually the troops of a Panzer division can call on self-propelled guns, shortages meant both divisions were not able to get new anti-aircraft half-tracks before the launch of the Ardennes offensive.



REGIMENTAL SUPPORT PLATOONS

PANZERGRENADIER HEAVY INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 15cm sIG33

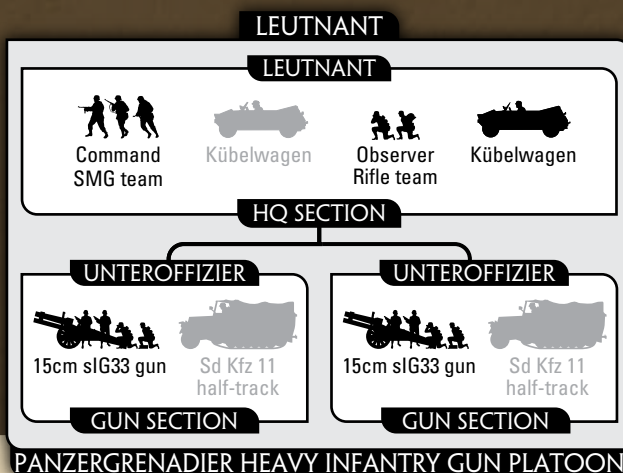
145 points



OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen jeeps and Sd Kfz 11 half-tracks for +5 points for the platoon.

Heavy infantry guns can and will destroy any enemy nest of resistance. Even bunkers are not immune. The Panzergrenadiers use them to reinforce the centre of gravity of their attacks to quickly eliminate enemy weapons that are



holding them up. They are often most effective fired directly at dug-in guns, nests and bunkers.

PANZERGRENADIER SCOUT PLATOON

HQ Section with:

3 Scout Squads

180 points

180 points

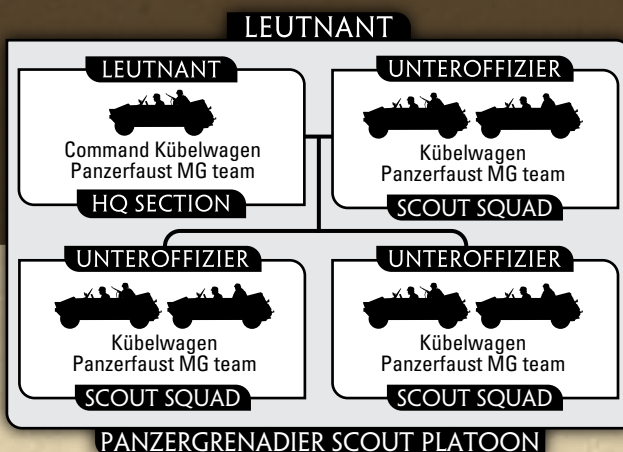
2 Scout Squads

135 points

135 points

Each *Panzergrenadier Regiment* had its own reconnaissance platoons to scout ahead of the regiment's battalions as they advance to attack the enemy. These scouts were mounted on light transport such as the *Kübelwagen* jeep, motorcycle sidecar combination or *Kettenkrad* half-track motorcycles.

Panzergrenadier Scout Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.



GERMAN DIVISIONAL SUPPORT

MOTIVATION AND SKILL

2. Panzerdivision and Panzer Lehr Division are vastly experienced divisions. They have been fighting non-stop since the Allied Normandy invasion, except for the odd brief respite for refitting. Divisional Support Platoons are rated **Confident Veteran**, unless otherwise noted.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

ASSAULT GUN PLATOON

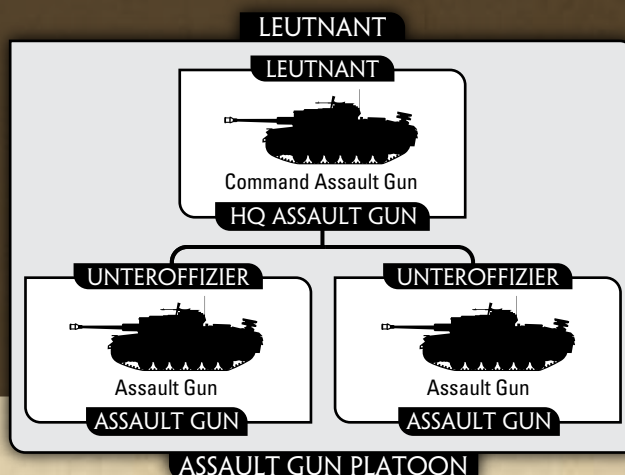
PLATOON

3 StuG G	285 points
2 StuG G	190 points
3 StuG G (late)	295 points
2 StuG G (late)	195 points

OPTION

Replace one StuG G or StuG G (late) assault gun with a StuH42 assault gun at no cost.

38. Panzerjäger Abteilung of 2. Panzerdivision had 21 StuG G assault guns. 243. StuG-Brigade supported Panzer Lehr Division with 18 assault guns.

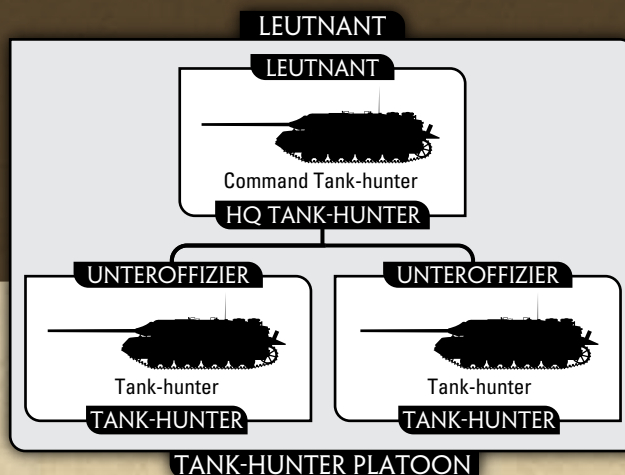


TANK-HUNTER PLATOON

PLATOON

3 Panzer IV/70 (V)	-	450 points
2 Panzer IV/70 (V)	-	300 points
3 Jagdpanther	-	705 points
2 Jagdpanther	-	470 points

130. Panzerjäger Lehr Abteilung with Panzer IV/70 (V) tank-hunters. 559. Schwere Panzerjäger Abteilung with Jagdpanther heavy tank-hunters was assigned to the division for the offensive, but did not arrive at the division until 25 December 1944.



ANTI-TANK GUN PLATOON

PLATOON

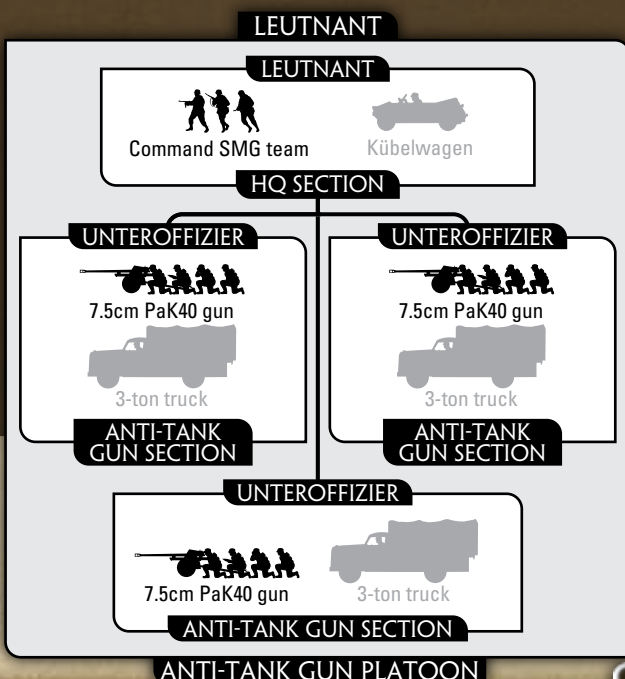
HQ Section with:

3 7.5cm PaK40	155 points	155 points
2 7.5cm PaK40	105 points	105 points

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Kübelwagen jeeps and 3-ton trucks for +5 points for the platoon.

38. Panzerjäger Abteilung of 2. Panzerdivision also had a towed company of 7.5cm PaK40 anti-tank guns. However, Panzer Lehr Division was very short on 7.5cm PaK40 anti-tank guns and only had three available in 130. Panzerjäger Lehr Abteilung and none at all available in its Panzergrenadier Regiments.



GEPA NZERTE PANZERPIONIER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads
2 Pioneer Squads

265 points
190 points

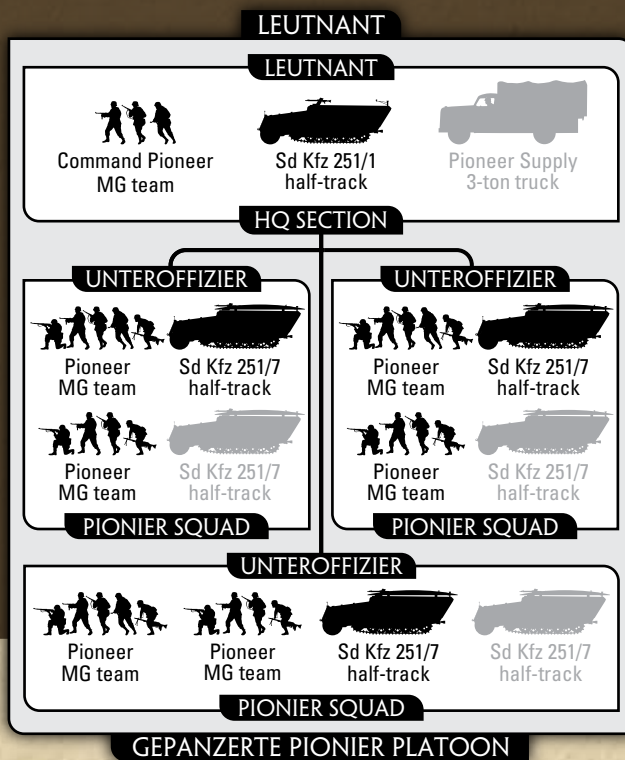
OPTIONS

- Replace Command Pioneer MG team with Command Panzerfaust Pioneer SMG team for +10 points. If you do this you may also replace all remaining Pioneer MG teams in the platoon with Panzerfaust Pioneer MG teams for +10 points per team.
- Add an additional Sd Kfz 251/7 half-track to each squad for +10 points per half-track.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

The *Panzerpionier Abteilung* (armoured engineer battalion) of both 2. *Panzerdivision* and *Panzer Lehr Division* had a number of armoured pioneers mounted in Sd Kfz 251/7 half-tracks.

In addition to their armoured half-tracks they are also heavy equipped to deal with any field fortifications they may be required to storm with flame-throwers and demolition charges.

They can also lay minefields or set-up barbed wire barriers to aid a companies defensive positions.



GEPA NZERTE PIONIER PLATOON

Gepanzerte Panzerpionier Platoons may use the Mounted Assault special rule.

You may replace up to one Pioneer MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

PANZERPIONIER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads
2 Pioneer Squads

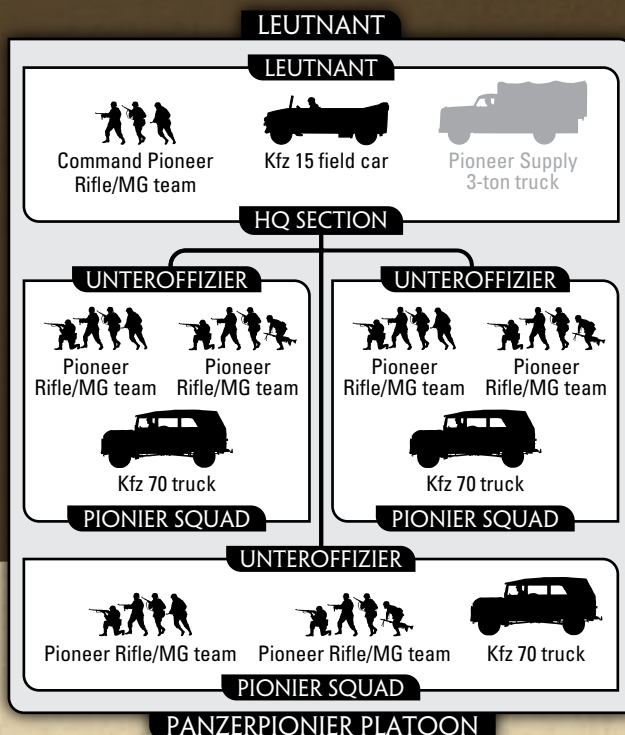
205 points
145 points

OPTIONS

- Replace Command Pioneer Rifle/MG team with Command Panzerfaust Pioneer SMG team for +10 points. If you do this you may also replace all remaining Pioneer Rifle/MG teams in the platoon with Panzerfaust Pioneer Rifle/MG teams for +10 points per team.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

Not all of the pioneers of the *Panzerpionier Abteilung* are equipped with armoured half-tracks, most travel into battle in trucks. They then dismount to fight.

However, they are just as effective against enemy field fortifications by suppressing and knocking out bunkers, nests and entrenchments with flame-throwers and demolition charges.



PANZERPIONIER PLATOON

You may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

VOLKSGRENADIER STURM PLATOON

PLATOON

HQ Section with:

2 Assault Squads
and 1 MG Squad

270 points

2 Assault Squads

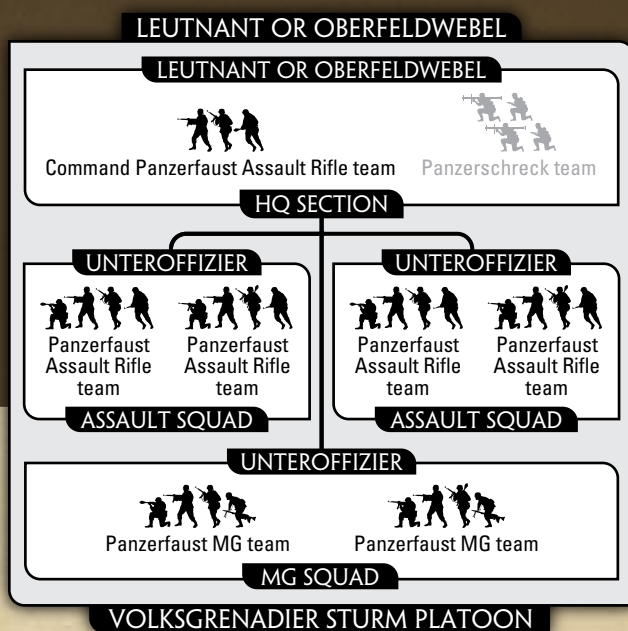
200 points

Add:

1 Panzerschreck team

+25 points

A *Volksgrenadierkompanie* (People's Grenadier Company) is made up of three platoons, two of which are *Sturm* (Assault) Platoons. Two squads are armed with StG44 (*Sturmgewehr 44*) assault rifles giving them great firepower on the move, while the last section is armed with two MG42 machine-guns for supporting fire. They are also equipped with *Panzerfaust* and *Panzerschreck* anti-tank weapons.



VOLKSGRENADIER SCHÜTZEN PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads

220 points

2 Grenadier Squads

155 points

Add:

1 Panzerschreck team

+25 points

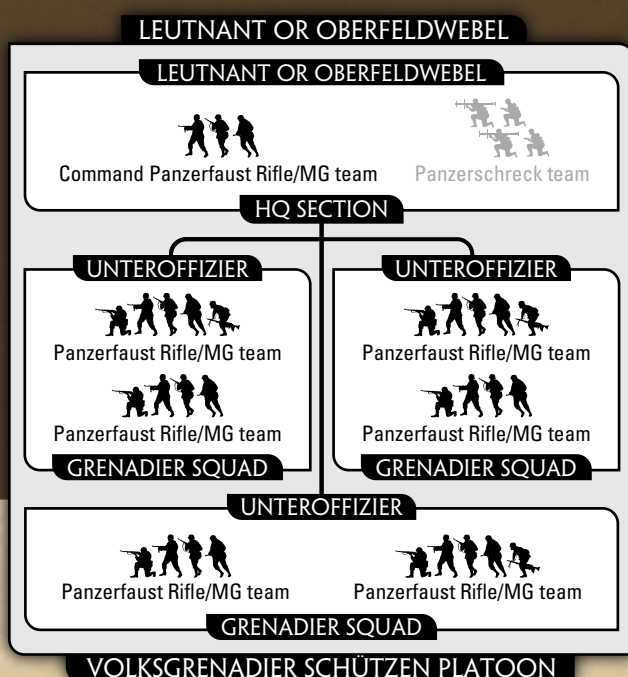
OPTION

- Replace Command Panzerfaust Rifle/MG team with a Command Panzerfaust SMG team at no cost.

The third platoon of the company, the *Schützen* (Rifle) Platoon, is armed with K98 rifles and MG42 machine-guns. They provide support and longer ranged firepower to back-up the *Sturm* Platoons.

Volksgrenadier Sturm Platoons and Volksgrenadier Schützen Platoons are from 26. Volksgrenadierdivision and are rated Confident Veteran.

CONFIDENT VETERAN



MOTORISED ARTILLERY BATTERY PLATOON

HQ Section and two Gun Sections with:

4 10.5cm leFH18/40

215 points

HQ Section and one Gun Section with:

2 10.5cm leFH18/40

120 points

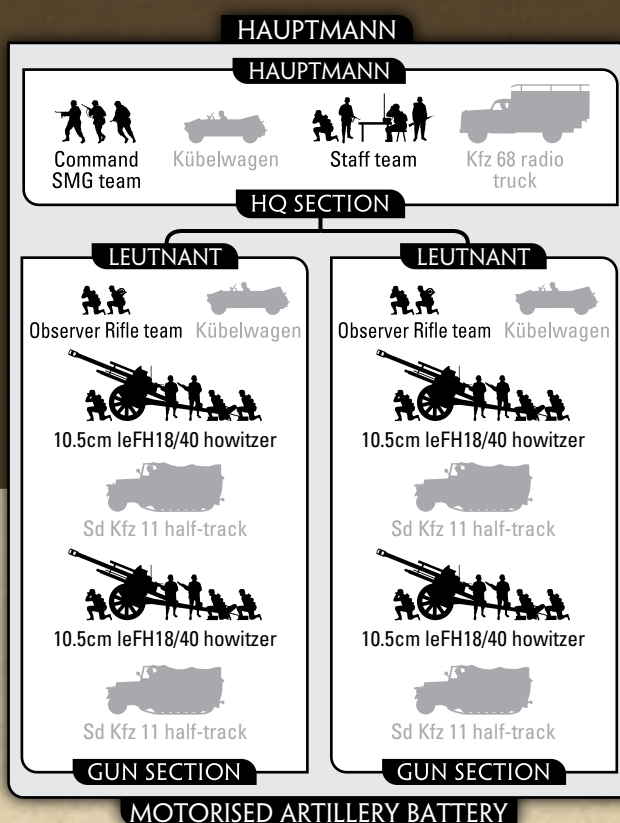
OPTIONS

- Add Kfz 68 radio truck, Kübelwagen jeeps and Sd Kfz 11 half-tracks for +5 points for the battery.

Replace one Observer Rifle team and Kübelwagen jeep with Panzer IV OP for +15 points.

The 10.5cm leFH18/40 howitzer is a lighter version that mounts the standard howitzer on a light weight modified PaK40 trail. To save the trail from shaking apart a large muzzle brake has been fitted to reduce its recoil.

Because *Panzer Lehr Division* had no armour artillery available during the Ardennes offensive they allocated their new Panzer IV OP tanks to the towed artillery.



MOTORISED HEAVY ARTILLERY BATTERY PLATOON

HQ Section and two Gun Sections with:

4 15cm sFH18

310 points

310 points

4 s10cm K18

395 points

-

HQ Section and one Gun Section with:

2 15cm sFH18

160 points

160 points

2 s10cm K18

205 points

-

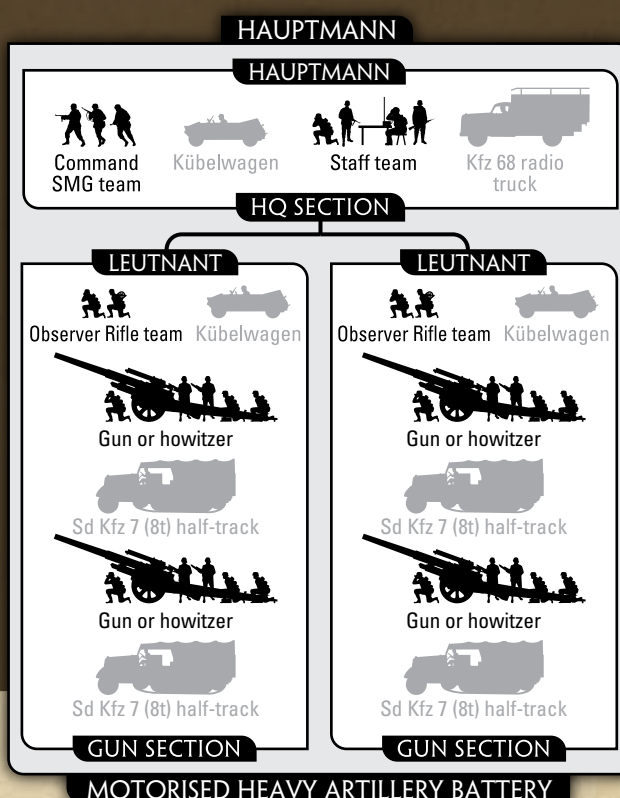
OPTIONS

- Add Kfz 68 radio truck, Kübelwagen jeeps and Kfz 7 half-tracks for +5 points for the battery.

Replace one Observer Rifle team and Kübelwagen jeep with Panzer IV OP for +15 points.

Both 2. *Panzerdivision* and *Panzer Lehr Division* had their heavy firepower is supplied by a heavy artillery battalion armed with 15cm sFH18 howitzers and s10cm K18 guns.

The 15cm howitzer provided the hard hitting power to deal with enemy entrenchments and bunkers, while the long range 10cm guns are ideal for knocking out the enemy's artillery with counter battery fire.



ARMoured ARTILLERY BATTERY

PLATOON

HQ Section and 2 Gun Sections with
1 Panzer IV OP, Observer
Rifle team, Sd Kfz 250 and:

5 Wespe	400 points	-
4 Wespe	335 points	-

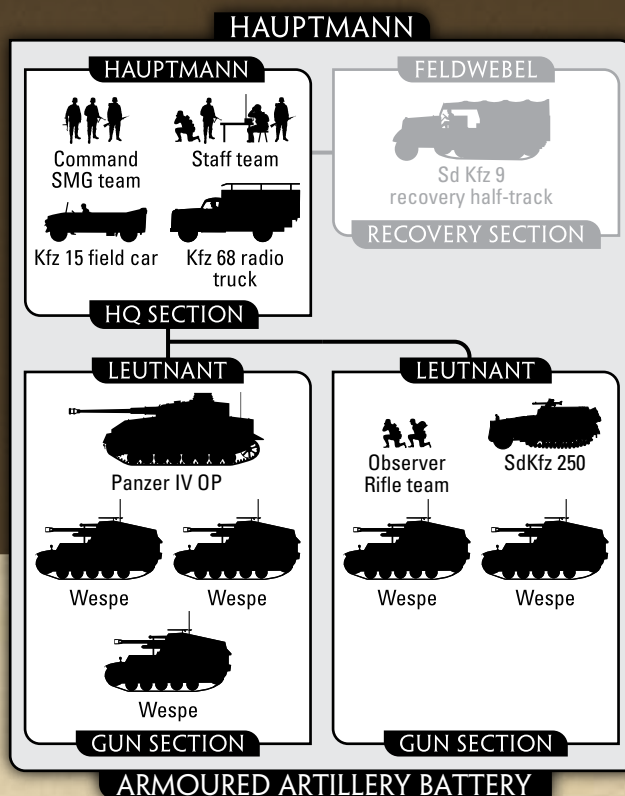
HQ Section and 1 Gun Section with
1 Panzer IV OP and:

3 Wespe	255 points	-
2 Wespe	190 points	-

OPTION

- Add Sd Kfz 9 recovery half-track for +5 points.

2. *Panzerdivision* had ten Wespe self-propelled 10.5cm howitzers organised into two batteries. These were all allocated to *Kampfgruppe Böhm*, which led the division's drive during the Ardennes offensive. However, *Panzer Lehr Division* did not have any self-propelled artillery available for the offensive and relied on their towed artillery.



ARMoured HEAVY ARTILLERY BATTERY

PLATOON

HQ Section and 2 Gun Sections with
1 Panzer IV OP, Observer
Rifle team, Sd Kfz 250 and:

6 Hummel	580 points	-
4 Hummel	425 points	-

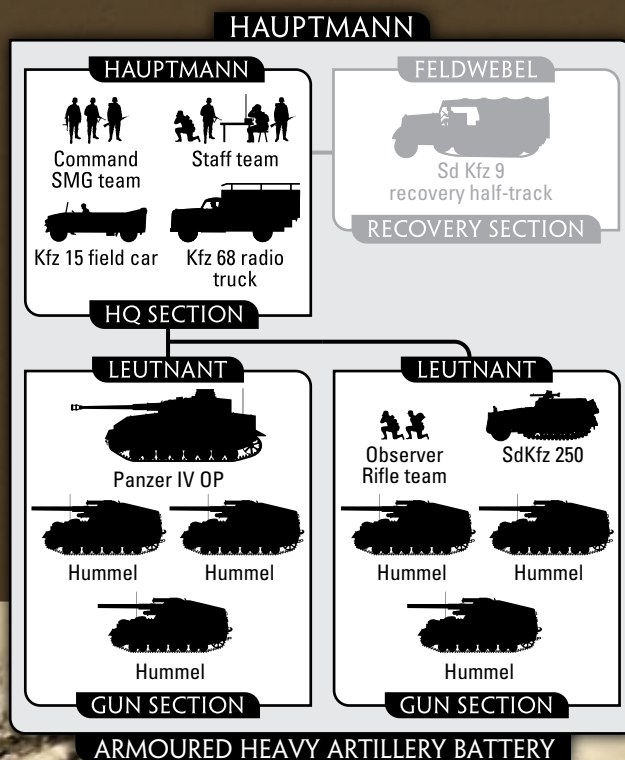
HQ Section and 1 Gun Section with
1 Panzer IV OP and:

3 Hummel	320 points	-
2 Hummel	230 points	-

OPTION

- Add Sd Kfz 9 recovery half-track for +5 points.

All six Hummel self-propelled 15cm heavy howitzers of 2. *Panzerdivision* allocated to *Kampfgruppe Böhm*.



PANZER ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and two Launcher Sections with:

6 15cm NW41	200 points	-
4 15cm NW41	145 points	-

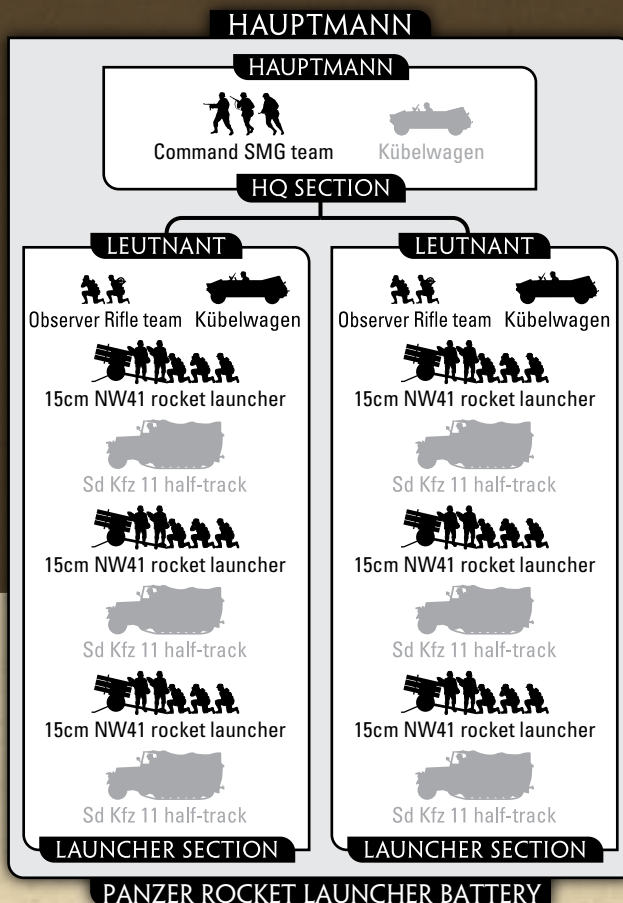
HQ Section and one Launcher Section with:

3 15cm NW41	105 points	-
2 15cm NW41	75 points	-

OPTION

- Add Kübelwagen jeep and Sd Kfz 11 half-tracks +5 points for the battery.

III. Abteilung/Panzer Artillery-regiment 74 (2. Panzerdivision) contained the regiment's heavy guns, and unusually also had the regiment's 10th Battery armed with 15cm NW41 Nebelwerfer rocket launchers. This battalion was part of *Kampfgruppe Holtmeyer* during the Ardennes offensive.



VOLKS HEAVY ARTILLERY BATTERY

PLATOON

HQ Section and two Gun Sections with:

6 15cm sFH18	290 points	290 points
6 12.2cm FH396(r)	190 points	-
4 12.8cm K81	360 points	-

HQ Section and one Gun Section with:

3 15cm sFH18	155 points	155 points
3 12.2cm FH396(r)	105 points	-
2 12.8cm K81	185 points	-

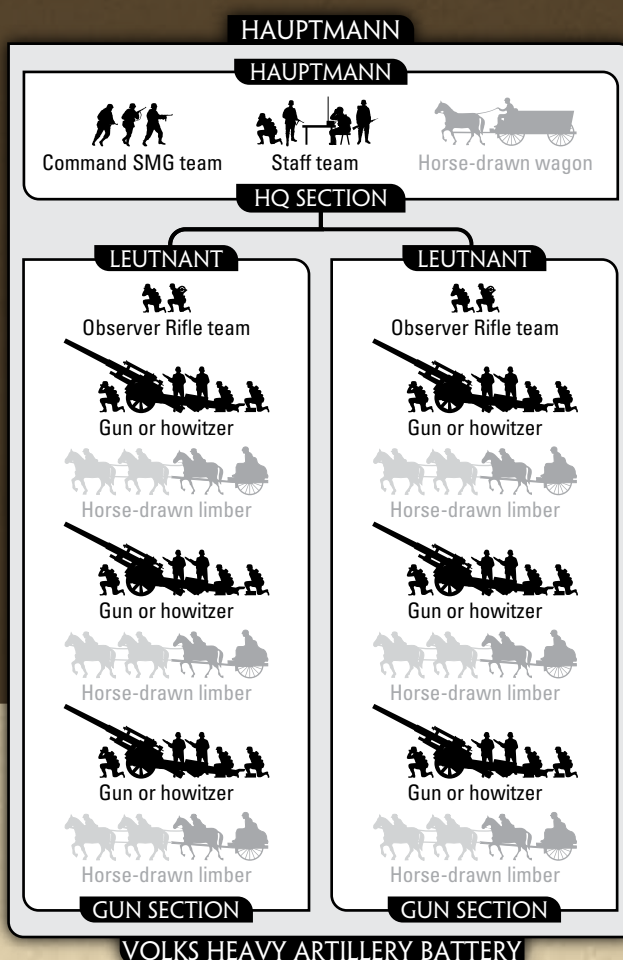
OPTIONS

- Add horse-drawn wagon and limbers for +5 points for the battery.
- Replace all horse-drawn wagons and limbers with RSO tractors in a 12.8cm K81 gun armed battery at no cost.

A *Volks Heavy Artillery Battery* is rated **Reluctant** **Trained**.

RELUCTANT **TRAINED**

The 5th and 6th Batteries of *Volks-Artillerie-Korps* supported *Kampfgruppe Holtmeyer* of 2. *Panzerdivision*. These two batteries were armed with 15cm sFH18 howitzers. The same *Kampfgruppe* was also supported by 1124. *Artillerie Batterie*, one of a number of independent army artillery batteries armed with the new 12.8cm K81 long-range heavy guns.



VOLKS ROCKET LAUNCHER BATTERY PLATOON

HQ Section and two Launcher Sections with:

6 15cm NW41	135 points
6 21cm NW42	160 points
6 30cm NW42	195 points

HQ Section and one Launcher Section with:

3 15cm NW41	70 points
3 21cm NW42	85 points
3 30cm NW42	100 points

OPTION

- Add Kübelwagen jeep and Sd Kfz 11 half-tracks +5 points for the battery.

A Volks Rocket Launcher Battery is rated **Reluctant** **Trained**.

RELUCTANT **TRAINED**

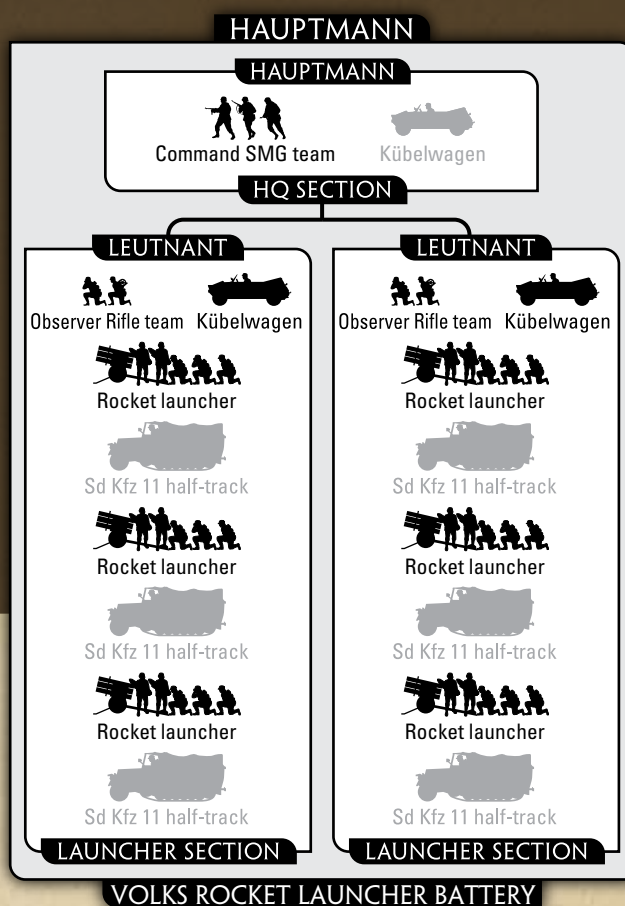
SUPER-HEAVY ROCKETS

The massive 30cm rockets used by the NW42 rocket launchers are slow to load and therefore the full battery is not always available to fire on command. A Volks Rocket Launcher Battery equipped with 30cm NW42 rocket launchers uses the Super-heavy Rockets special rule.

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.



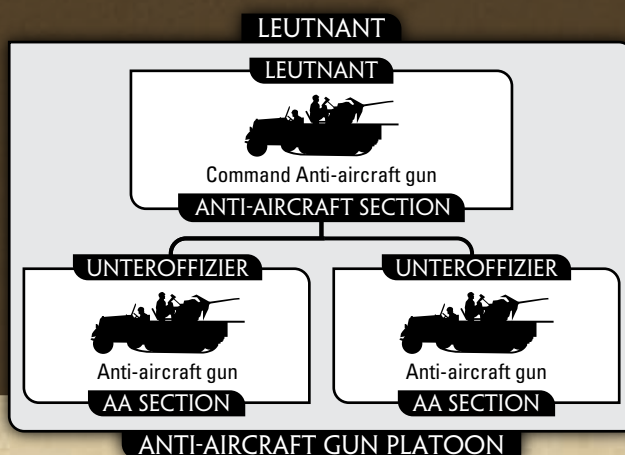
15. Volks-Werfer Brigade (15th People's Rocket Launcher Brigade) supported XLVII Panzerkorps during the Ardennes offensive. A brigade consisted of two regiments with six batteries of 15cm NW41 rocket launchers and three heavy batteries of either 21cm NW42 or 30cm NW42 rocket launchers, depending on if it was the first or second battalion.

The biggest advantage of Nebelwerfer rocket launchers is their ability to saturate a wide area quickly with high-explosive rounds. They are ideal for pinning down an enemy position while attacking forces approach for the assault.

SELF-PROPELLED ANTI-AIRCRAFT GUN PLATOON


PLATOON

3 Armoured Sd Kfz 10/5	120 points	-
2 Armoured Sd Kfz 10/5	80 points	-
3 Armoured Sd Kfz 7/1 (Quad 2cm)	150 points	-
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points	-



ANTI-AIRCRAFT GUN PLATOON

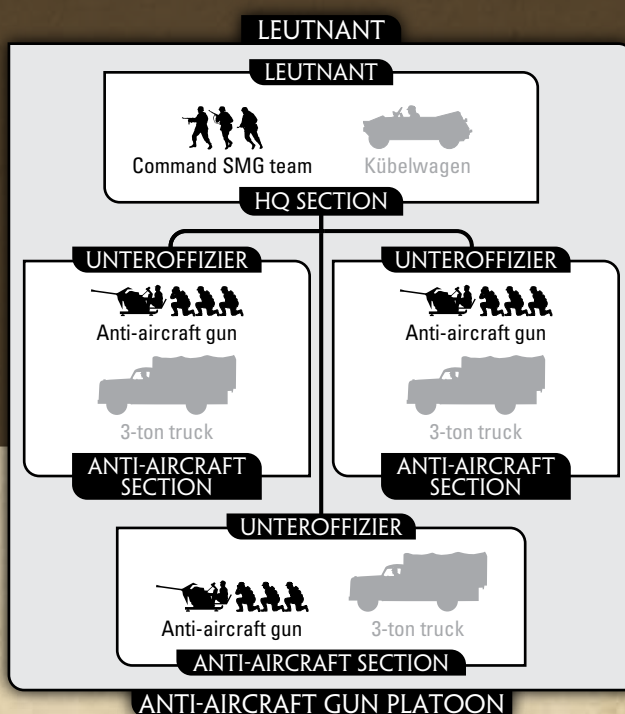
HQ Section with:

3 3.7cm FlaK43		100 points
2 3.7cm FlaK43	-	70 points
3 2cm FlaK38	75 points	75 points
2 2cm FlaK38	50 points	50 points

OPTION

- Add Kübelwagen jeeps and 3-ton trucks for +5 points for the platoon.

Self-propelled anti-aircraft guns were in short supply while *2. Panzerdivision* and *Panzer Lehr Division* were refitting for the Ardennes offensive so tow guns provided the main anti-aircraft protection during the campaign. For *2. Panzerdivision* this was supplied by just the light 2cm FlaK38 gun, while *Panzer Lehr Division* also had some medium 3.7cm FlaK43 guns that packed a little more punch.



HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

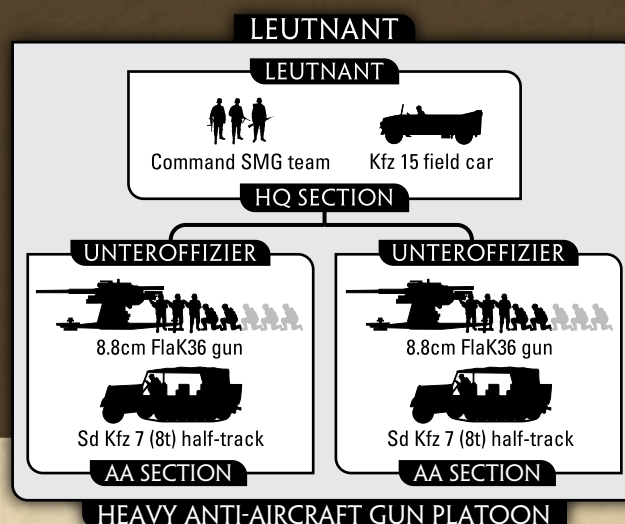
HQ Section with:

2 AA Sections	165 points
1 AA Section	85 points

OPTION

- Model 8.8cm FlaK36 anti-aircraft guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.

The anti-aircraft battalion of each *panzer* divisions contained two companies of the excellent 8.8cm FlaK36 anti-aircraft gun. The famous '88' was often used to smash enemy tanks as well as taking out aircraft.



AIR SUPPORT

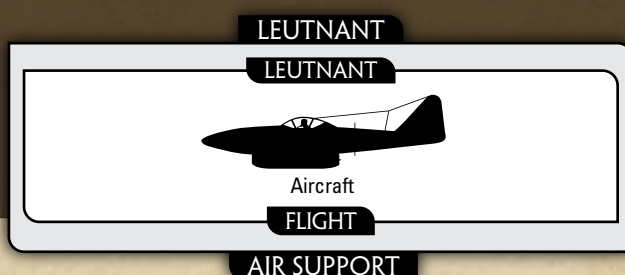
SPORADIC AIR SUPPORT

Me 262 A2a Sturmvogel	105 points
FW 190F	100 points

HIGH-SPEED JET

Ground attacks by Me 262 A2a aircraft cannot be intercepted using the Fighter Interception rule on page 179 of the rulebook.

The *Luftwaffe* (German Air Force) was not idle over the skies of Belgium, with fighter-bombers attacking targets of opportunity. However, it was also the debut of the world's first operational jet fighter: the Me 262. The ground attack version, the Me 262 A2a *Sturmvogel* (Storm Bird), was armed with two 30mm cannons and a pair of 250kg (550lb) bombs. Its excellent speed of 540mph (870km/h) meant that it could outrun any Allied fighter, making it near impossible to catch.



OPERATION BODENPLATTE

Operation *Bodenplatte* (Baseplate) was to be launched on 16 December 1944. Its mission was to cripple Allied air support, giving the ground units of *Wacht Am Rhein* a fighting chance. However, the weather refused to co-operate and the operation wasn't launched until 1 January 1945. Over 900 aircraft took to the skies and struck the Allies' air bases in Belgium and Holland and destroyed somewhere between 300 and 400 Allied aircraft. This success, however, came at the steep price of over 300 German aircraft.

GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer IV J 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Slow traverse.
Panther G 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.

TANK HUNTERS

Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Panzer IV/70 (V) 7.5cm PaK42 gun	Slow Tank 32"/80cm	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. Hull mounted.

ASSAULT GUNS

StuG G or StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuG G (late) 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Hull mounted, Breakthrough gun, Smoke.

INFANTRY GUNS (SP)

Sd Kfz 250/7 D (8cm) 8cm GW34 mortar Firing bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	AA MG. Hull mounted, Portee, Smoke, Minimum range 8"/20cm. Smoke bombardment.
Sd Kfz 251/2 D (8cm) 8cm GW34 mortar Firing bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	AA MG. Hull mounted, Portee, Smoke, Minimum range 8"/20cm. Smoke bombardment.
Sd Kfz 250/8 D (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	Co-ax MG. Hull mounted.
Sd Kfz 251/9 D (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	Co-ax MG. Hull mounted.
Grille K 15cm sIG33 gun Firing bombardments	Standard Tank 16"/40cm 56"/140cm	0 1 -	0 13 4	0 1+ 2+	AA MG. Bunker buster, Hull mounted.
Sd Kfz 251/16 D (Flamm) Two 1.4cm Flammenwerfer	Half-tracked 4"/10cm	1 3 (each)	0 -	0 6	Hull MG. Side mounted, Flame-thrower.
Sd Kfz 233 (7.5cm) 7.5cm KwK37 gun	Jeep 24"/60cm	2 2	0 9	0 3+	AA MG. Hull mounted.
Sd Kfz 234/3 (7.5cm) 7.5cm KwK37 gun	Jeep 24"/60cm	3 2	0 9	0 3+	Co-ax MG. Hull mounted.

ARTILLERY (SP)

Wespe 10.5cm leFH18M howitzer Firing bombardments	Standard Tank 24"/60cm 72"/80cm	1 1 -	1 10 4	0 2+ 4+	AA MG, Protected ammo. Breakthrough gun, Hull mounted, Smoke. Smoke bombardment.
Hummel 15cm sFH18 howitzer Firing bombardments	Standard Tank 24"/60cm 80"/200cm	1 1 -	1 13 5	0 1+ 2+	AA MG, Protected ammo. Bunker buster, Hull mounted, Smoke. Smoke bombardment.
Panzer IV J OP 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 1	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Slow traverse.

ANTI-AIRCRAFT

Flakpanzer 38(t) (2cm) 2cm FlaK38 gun	Standard Tank 16"/40cm	0 4	0 5	0 5+	Anti-aircraft.
Möbelwagen (3.7cm) 3.7cm FlaK43 gun	Standard Tank 24"/60cm	0 4	0 6	0 4+	Anti-aircraft.
Wirbelwind (Quad 2cm) 2cm FlaK38 (V) gun	Standard Tank 16"/40cm	3 6	1 5	0 5+	Hull MG. Anti-aircraft.
Armoured Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	0 4	0 5	0 5+	Anti-aircraft.
Armoured Sd Kfz 7/1 (Quad 2cm) 2cm FlaK38 (V) gun	Half-tracked 16"/40cm	0 6	0 5	0 5+	Anti-aircraft.
Sd Kfz 251/21 D (Triple 15mm) MG151/15 gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.

RECONNAISSANCE

Sd Kfz 250 (Recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 250/9 (2cm) 2cm KwK38 gun	Half-tracked 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Recce. Self-defence anti-aircraft.
Sd Kfz 234/1 (2cm) 2cm KwK38 gun	Jeep 16"/40cm	3 3	0 5	0 5+	Co-ax MG, Recce. Self-defence anti-aircraft.
Sd Kfz 234/2 Puma 5cm KwK39 gun	Jeep 24"/60cm	3 2	0 9	0 4+	Co-ax MG, Recce.
Sd Kfz 231 (8-rad) 2cm KwK38 gun	Jeep 16"/40cm	2 3	0 5	0 5+	Co-ax MG, Recce.

MOTORCYCLE RECONNAISSANCE

Kübelwagen Panzerfaust MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerfaust MG team.
When firing as MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Kübelwagen Panzerfaust SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerfaust SMG team.
When firing as SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Kübelwagen Tank-hunter team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Tank-hunter team.
Panzerschreck	8"/20cm	1	11	5+	Awkward layout.
Schwimmwagen Panzerfaust MG team	Jeep	-	-	-	Motorcycle reconnaissance, Amphibious, Dismount as Panzerfaust MG team.
When firing as MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Schwimmwagen Panzerfaust SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Amphibious, Dismount as Panzerfaust SMG team.
When firing as SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Schwimmwagen Tank-hunter team	Jeep	-	-	-	Motorcycle reconnaissance, Amphibious, Dismount as Tank-hunter team.
Panzerschreck	8"/20cm	1	11	5+	Awkward layout.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	3	6	
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm Flak38 gun	Light	16"/40cm	4	5	5+	Gun shield, Anti-aircraft, Turntable.
3.7cm Flak43 gun	Immobile	24"/60cm	4	6	4+	Gun shield, Anti-aircraft, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
Firing bombardments		88"/220cm	-	3	5+	
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	8	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
12.8cm K81 gun	Immobile	48"/120cm	1	17	2+	Breakthrough gun.
Firing bombardments		104"/260cm	-	4	3+	
15cm sFH18 gun	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.
30cm NW42 rocket launcher	Light	56"/140cm	-	3	1+	Rocket launcher, Super-heavy rockets.

TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	

TRUCKS

Kübelwagen jeep, Captured Jeep	Jeep	-	-	-	
Steyr Kfz 70, Opel Blitz 3-ton, or Captured GMC 2½ truck	Wheeled	-	-	-	
Kfz 68 Radio truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	

TRACTORS

Sd Kfz 7 or Sd Kfz 11 half-track	Half-tracked	-	-	-	
RSO	Slow Tank	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 D (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG carrier, Passenger-fired AA MG.
Sd Kfz 251/7 D (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Captured M3 Half-track	Half-tracked	1	0	0	Passenger-fired AA MG.

RECOVERY VEHICLES

Sd Kfz 9 half-track	Half-tracked	-	-	-	Recovery vehicle.
Bergepanzer III recovery vehicle	Standard Tank	5	3	0	AA MG, Recovery vehicle.
Bergepanther recovery vehicle	Standard Tank	10	5	0	AA MG, Recovery vehicle, Wide tracks.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Panzerschreck team	8"/20cm	2	11	5+	Tank assault 5.
Tank-hunter team	8"/20cm	1	11	5+	Tank assault 5.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Me 262 A2a Sturmvogel	Cannon	3+	9	5+	High-speed Jet.
	Bombs	4+	5	2+	
FW 190F	Cannon	3+	7	5+	
	Bombs	4+	5	1+	

