

ELEFANTS

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR THE
653. SCHWERE PANZERJÄGER ABTEILUNG
IN THE SOVIET UNION APRIL TO AUGUST, 1944

By Dr. Michael L. McSwiney, Ph.D.



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653. Schwere Panzerjägerabteilung

APRIL – AUGUST 1944

In December 1943, the Soviets began operations that would ultimately drive a wedge between Army Groups South and Centre. By late March 1944, Soviet forces had surrounded the important road junction of Tarnopol with the goal of securing the junction and the rail line from Odessa to Lemberg, which was vital to the German war effort. During this time, the 653. Schwere Panzerjägerabteilung was undergoing refit with the overhauled Ferdinands (soon to be renamed "Elefant"). The first company was re-equipped and sent into service in Italy (along with the 1st Maintenance Platoon). This left the *Stab* (headquarters) company and the 2nd and 3rd companies to await completion of their overhaul and assignment. This effort was completed in on 31 March 1944 and the three companies embarked for the eastern front on 2 April arriving in Brzezany on 6 April. By 8 April, 653. Schwere Panzerjägerabteilung was attached to the 9. SS-Panzerdivision in an effort to relieve Tarnopol. This effort ultimately failed, and the operation was called off. At the end of April the *abteilung* began a reasonably quiet time of rebuilding and retraining of replacements in Brzezany.

It was during the time in Brzezany that the 653. Schwere Panzerjägerabteilung received and converted the various "special vehicles" that make the unit distinct (apart from the fact that it was one of the only two battalions to receive the Ferdinand/Elefant tank-hunter). Among the special vehicles was a Tiger (P) VK 4501 which had been upgraded with radios and *zimmerit* to create a command vehicle. They also converted a Bergepanther adding a stationary Panzer IV turret, a Bergepanther with a quad 2cm anti-aircraft gun, a T-34 with a quad 2cm anti-aircraft gun, and two T-34 ammunition carriers. The anti-aircraft turrets were built by the battalion's maintenance unit from half-track armoured plate. The battalion also received four further Elefant tank destroyers with a modified rear hatch which modified the

rear hatch to better facilitate the installation and removal of the main armament.

On 13 July 1944, the 1st and 4th Ukrainian Fronts attacked Army Group North Ukraine quickly splitting the 1st and 4th German Panzer Armies. The 653. Schwere Panzerjägerabteilung came under assault from several Soviet divisions at Pomeryany and Rohatyn on 14 August 1944. The battalion fought an incessant rearguard action through Lemberg, Kurowice, and Yeziezanka. Unfortunately during this fighting withdrawal, the battalion lost over 60% of its heavy vehicles. Most were not lost to direct enemy action, but rather to the inherent weaknesses of the Elefant design. Its technical complexity resulted in several break downs and other technical failures. The speed of the advance meant that any breakdown often resulted in the vehicle being left behind. Many bridges could not support the weight of the immense tank destroyer, and the fuel situation also meant many simply ran out of gasoline and had to be destroyed by their crews.

THE ELEFANTS, SEPTEMBER TO THE END

The few remaining Elefant tank-hunters of 653. Schwere Panzerjägerabteilung initially remained with the 17th Army. The Elefants were concentrated into the 2nd company, which was later renamed the 614. Schwere Panzerjägerkompanie. The company later joined the XXXXVIII Panzerkorps under 4th Army command on the eastern front. The rest of the 653. Schwere Panzerjägerabteilung returned to Germany where they were refitted with the new Jagdtiger tank-hunters.

The Elefants continued to serve on the eastern front. They fought against the Soviet Vistula-Oder Offensive in January 1945. The Elefant saw its last battles in Berlin, with the last two remaining vehicles fighting until captured in May 1945.



9. SS PANZERDIVISION SPECIAL RULES

During April 1944 the 653. Schwere Panzerjagerabteilung was attached to the 9. SS-panzerdivision.

ONE-WAY TRIP TO HEAVEN

9. SS-Panzerdivision was formed from a cadre of experienced officers and NCO's and fleshed out with young volunteers. After hard training, the result was a outstanding mix of hard-won experience and youthful enthusiasm. These brave young soldiers called assaults 'Himmelfahrtskommando' (One-way Trip to Heaven Missions) because, regardless of casualties, they would fight on until they won or died.

When any Panzergrenadier Platoon or Panzerpionier Platoon from 9. SS-Panzerdivision 'Hohenstaufen' fails its Motivation Test to Counterattack during an assault, it has the option to either Break Off as normal or continue the assault.

If the platoon elects to continue the assault, they fight on as if they had passed the Motivation Test. However, if they fail any further Motivation Tests to Counterattack in this assault, then the platoon is immediately Destroyed as if they had failed a Platoon Morale Check.





Schwere Panzerjägerkompanie

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Schwere Panzerjägerkompanie HQ

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

COMBAT PLATOONS

ARMOUR



Schwere Panzerjäger Platoon

ARMOUR



Schwere Panzerjäger Platoon

ARMOUR



Schwere Panzerjäger Platoon

WEAPONS PLATOONS

INFANTRY



Panzer Pioneer Platoon

RECONNAISSANCE



Panzer Scout Platoon

ANTI-AIRCRAFT



Panzer Anti-aircraft Gun Platoon

ALLIED PLATOONS



SS and Luftwaffe Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

CORPS SUPPORT PLATOONS

ARMOUR



Heavy Tank Platoon

Panzer Platoon

ARMOUR



Assault Gun Platoon

INFANTRY



Panzergrenadier Platoon

Grenadier Platoon

INFANTRY



Panzerpionier Platoon

Pioneer Platoon

ARTILLERY



Artillery Battery

Motorised Artillery Battery

ARTILLERY



Rocket Launcher Battery

Armoured Rocket Launcher Battery

ANTI-AIRCRAFT



Light Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

Having survived the battle of Kursk and been re-equipped with upgraded vehicles, the companies of the 653. Schwere Panzerjäger Abteilung are skilled tank hunters.

The platoons of Schwere Panzerjägerkompanie are rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

SCHWERE PANZERJÄGERKOMPANIE HQ

HEADQUARTERS

Company HQ with
Elefant 300 points

- Add a second Elefant tank-hunter for +300 points.

Company HQ with
Tiger (P) (late) 285 points

- Add a Bergepanther with Panzer IV turret for +80 points.
- Add a Bergepanther 2cm Quad for +65 points.

OPTION

- Add a Bergepanzer Elefant recovery vehicle for +15 points.

Often the Abteilung fought with reduced numbers of operational vehicles. You can choose to field the Abteilung HQ instead of the normal Kompanie HQ. This represents the battalion fighting at about company strength.

A Company Command Tiger (P) (late) tank does not get Tiger Ace skills.

In January 1944 the Ferdinand tank-hunters of the 653. and 654. Schwere Panzerjäger abteilungen were sent to Austria for refitting. The vehicles were modified with a hull machine-gun, a commander's cupola and improved engine gratings. The refitted vehicles, now renamed 'Elefant' were all transferred to 653. abteilung. The 1st company was sent to Italy, but the headquarters, 2nd and 3rd companies were sent to the eastern front.

The Abteilung command Tiger (P) tank was upgraded with additional armour in the unit's workshop.

OBERLEUTNANT

OBERLEUTNANT



Company Command
Elefant



2iC Command
Elefant

COMPANY HQ

UNTEROFFIZIER



Bergepanzer Elefant

RECOVERY SECTION

SCHWERE PANZERJÄGERKOMPANIE HQ

MAJOR

MAJOR



Company Command
Tiger (P)



2iC Command Bergepanther
(Panzer IV turret)

COMPANY HQ

UNTEROFFIZIER



Bergepanzer Elefant

RECOVERY SECTION

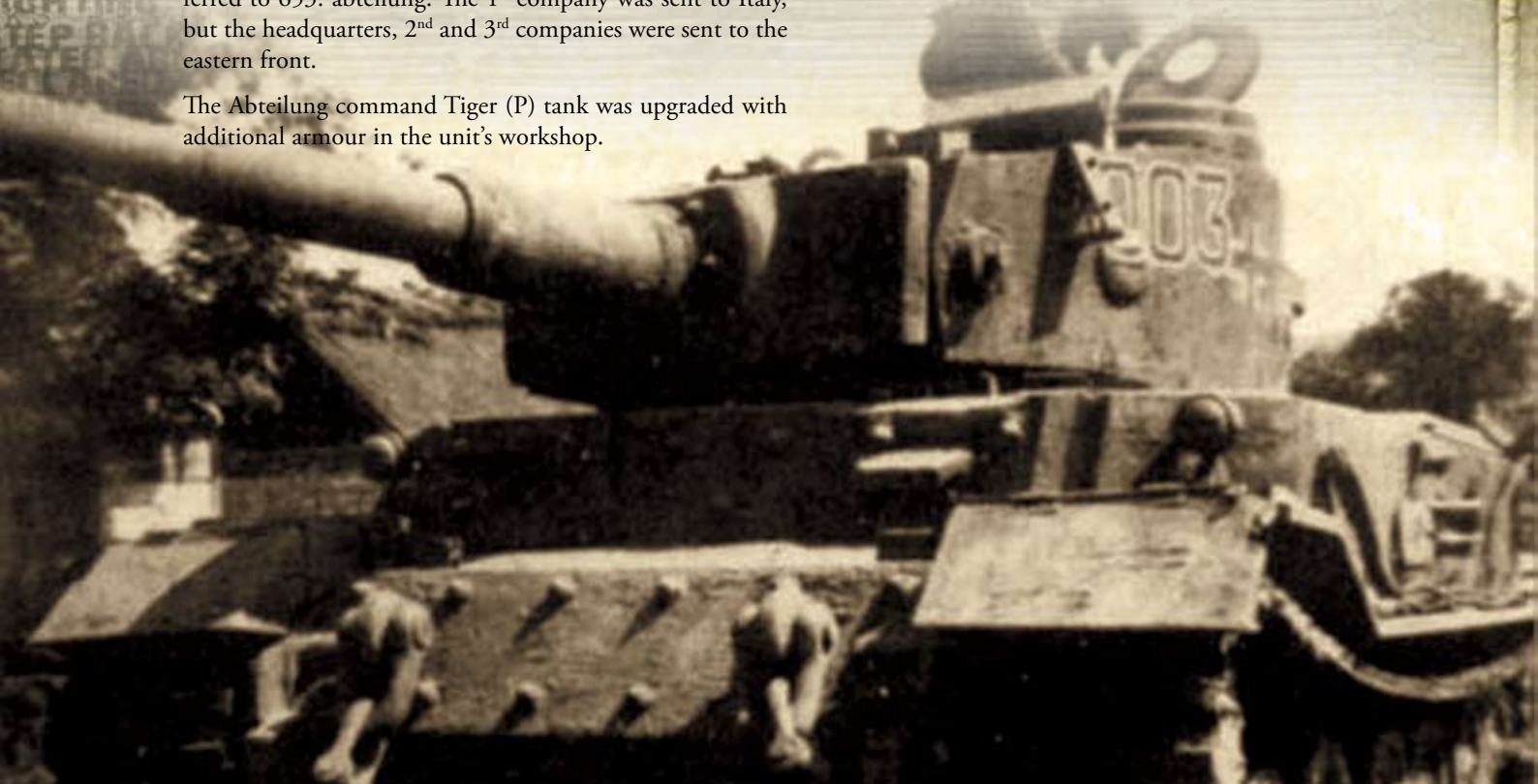
UNTEROFFIZIER



Bergepanther 2cm Quad

ANTI-AIRCRAFT SECTION

SCHWERE PANZERJÄGERABTEILUNG HQ



COMBAT PLATOONS

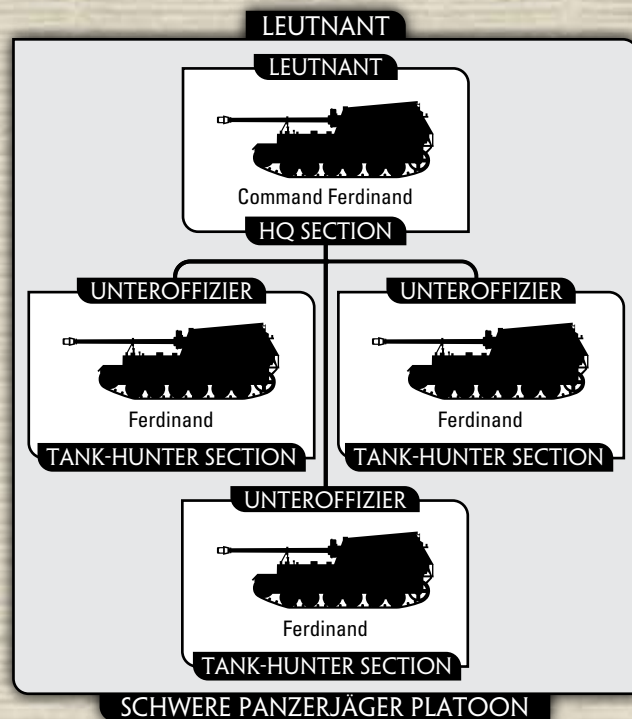
SCHWERE PANZERJÄGER PLATOON

PLATOON

4 Elefant	1200 points
3 Elefant	900 points
2 Elefant	600 points

The Elefant is an improved version of the Ferdinand tank-hunter that made its debut during the battle of Kursk. During its refit in early 1944 it was fitted with a hull machine-gun and a commanders cupola. The machine-gun allows a level of self-defence against infantry and the cupola gave the commander the ability to find targets without exposing himself to enemy fire.

The Elefant tank-hunter's thick armour and powerful gun make it a great long-range tank destroyer. Use the 8.8cm PaK43 gun's long range to knockout enemy armour long before it can have any effect on the thickly armoured Elefant. However, take care not to allow the enemy to get too close where infantry or tanks can get behind slow moving Elefant's side armour.



WEAPONS PLATOONS

PANZER PIONEER PLATOON

PLATOON

HQ Section with:

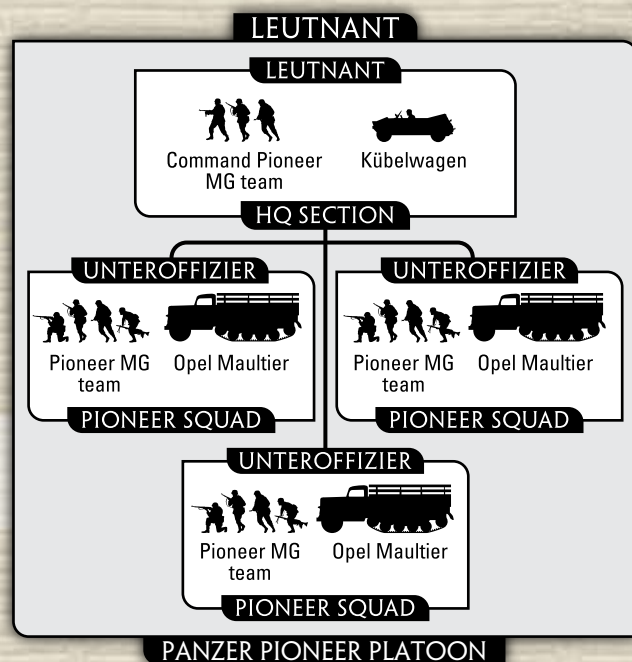
3 Pioneer Squads	135 points
2 Pioneer Squads	100 points

OPTION

- Upgrade all Maultier half-tracks to Sd Kfz 251/7 (Pioneer) half-tracks for +15 points per half-track.

Each *Abteilung* had a platoon of these handy troops. The Pioneers were invaluable to Schwere Panzerjägerkompanies, clearing obstacles, repairing bridges, and making sure these powerful heavy vehicles could reach the front to do their job.

If need be they could also help in defence, although they were not armed with close assault weapons.



PANZER SCOUT PLATOON

PLATOON

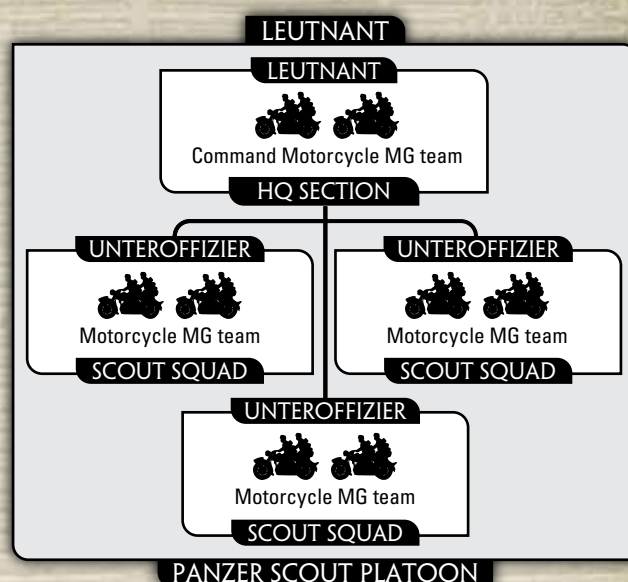
HQ Section with:

3 Scout Squads	145 points
2 Scout Squads	110 points

OPTIONS

- Replace the Command Motorcycle MG team with a Command Motorcycle Panzerfaust SMG team for +10 points.
- Replace all Motorcycle MG teams with Motorcycle Assault Rifle teams for +5 points per team.
- Replace all Motorcycle teams with the equivalent Schwimmwagen teams for +5 points for the platoon.

You may model your Motorcycle MG or Assault Rifle teams with Kübelwagen jeeps instead of motorcycles, they are based the same as the Motorcycle MG or Assault Rifle teams and use the same rules.



In the vast expanses of southern Russia Scouts are invaluable for checking a route of advance before the Elefants go into difficult terrain.

Panzer Scout Platoons are Motorcycles Reconnaissance Platoons (see pages 196 to 197 of the rulebook).

PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

2 Armoured Sd Kfz 7/1 (Quad 2cm) and 1 Flakpanzer T-34(r)	160 points
1 Armoured Sd Kfz 7/1 (Quad 2cm) and 1 Flakpanzer T-34(r)	110 points
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points
2 Sd Kfz 7/1 (Quad 2cm) and 1 Flakpanzer T-34(r)	140 points
1 Sd Kfz 7/1 (Quad 2cm) and 1 Flakpanzer T-34(r)	100 points
2 Sd Kfz 7/1 (Quad 2cm)	80 points

One of the unusual vehicles used by the 653. Schwere Panzerjägerabteilung was the Flakpanzer T-34(r). A 2cm Flakvierling 38 was mounted in a turret made by the field workshop using armour plates from damaged half-tracks.



CORPS SUPPORT PLATOONS

MOTIVATION AND SKILL

As a independent battalion the 653. Schwere Panzerjäger Abteilung fought with a variety of units of the Heer (German Army). Heer support platoons are rated **Confident Veteran**.

During April 1944 the 653. Schwere Panzerjäger Abteilung was attached to the 9. SS-Panzerdivision. SS platoons are rated **Fearless Veteran**.

MOTIVATION	SKILL
CONFIDENT	VETERAN

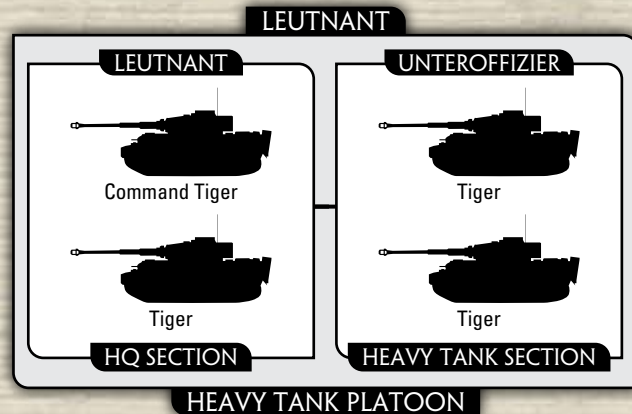
MOTIVATION	SKILL
FEARLESS	VETERAN

HEAVY TANK PLATOON

PLATOON

4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points

Remember to roll for your Tiger Ace Skills before each game.



PANZER PLATOON

HEER PLATOON

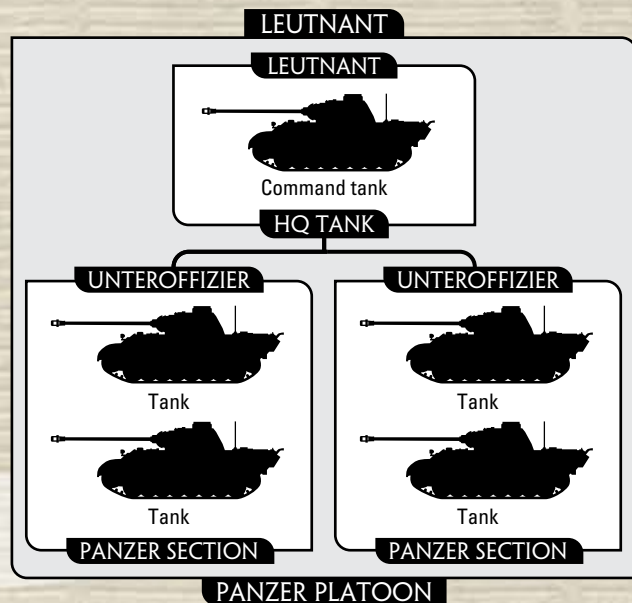
5 Panther A	940 points
4 Panther A	750 points
3 Panther A	560 points

5 Panzer IV H	450 points
4 Panzer IV H	360 points
3 Panzer IV H	270 points

SS PLATOON

5 Panther A	1060 points
4 Panther A	850 points
3 Panther A	640 points

5 Panzer IV H	500 points
4 Panzer IV H	400 points
3 Panzer IV H	300 points



During the attempted relief of Tarnapol in April 1944 the 653. Schwere Panzerjägerabteilung fought alongside the 8. Panzerdivision and were attached to 9. SS-Panzerdivision.

A SS-Panzer Platoon is an Allied Platoon and follow the Allies rules on page 70 of the rulebook.

ASSAULT GUN PLATOON

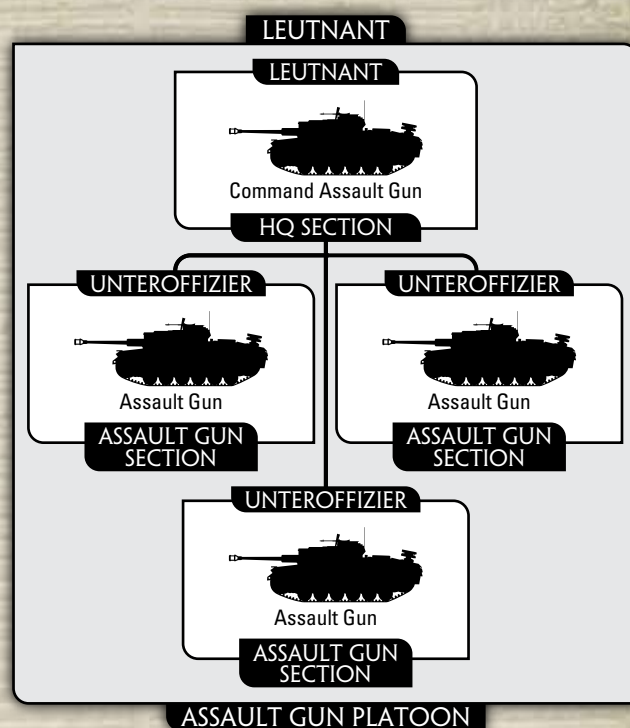
PLATOON

4 StuG G	380 points
3 StuG G	285 points
2 StuG G	190 points

- Replace one or all StuG G assault guns with StuH42 assault guns at no cost.

During the Soviet Lvov-Sandomierz operation the 653. *Schwere Panzerjägerabteilung* covered the withdrawal of the XXIV *Panzerkorps*, which, despite its title, consisted of the 254., 371., 75. *Infanterie* divisions and the 100. *Jägerdivision*. These divisions were in turn supported by their own assault guns or those from attached army level units.

As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



PANZERGRENADIER PLATOON

HEER PLATOON

HQ Section with	
3 Panzergrenadier Squads	185 points
2 Panzergrenadier Squads	135 points

SS PLATOON

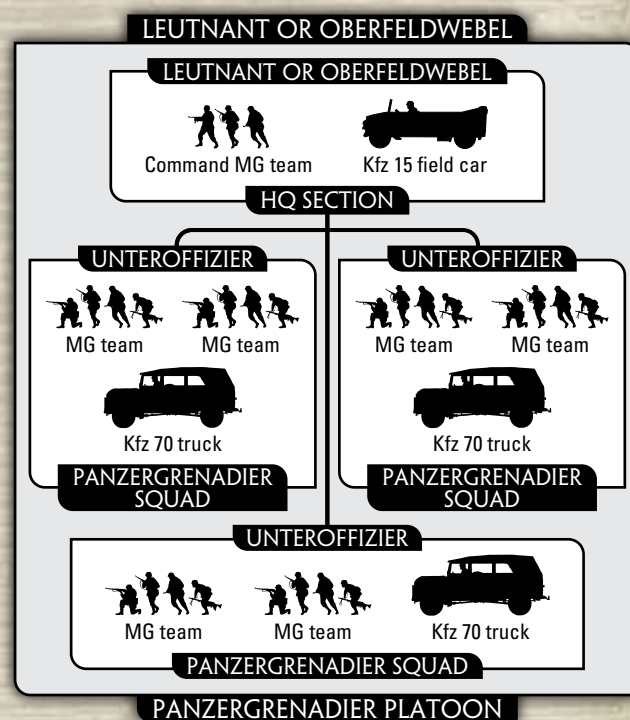
HQ Section with	
3 Panzergrenadier Squads	220 points
2 Panzergrenadier Squads	155 points

OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Remove Kfz 15 field car and replace all Kfz 70 trucks with 3-ton trucks at no cost.

Do not attempt to fight from your trucks. They should be used to move your troops up to the fighting zone. Dismount under cover and send them to the rear before assaulting on foot.

While the *Panzer* divisions have individual trucks for each *Panzergrenadier* section and a car for the platoon leader, *Panzergrenadier* divisions have fewer bigger trucks with the leader riding with the troops.



A SS-Panzergrenadier Platoon is an Allied Platoon and follow the Allies rules on page 70 of the rulebook.

PANZERPIONIER PLATOON


HEER PLATOON

HQ Section with
3 Pioneer Squads
2 Pioneer Squads


205 points
145 points

SS PLATOON

HQ Section with
3 Pioneer Squads
2 Pioneer Squads

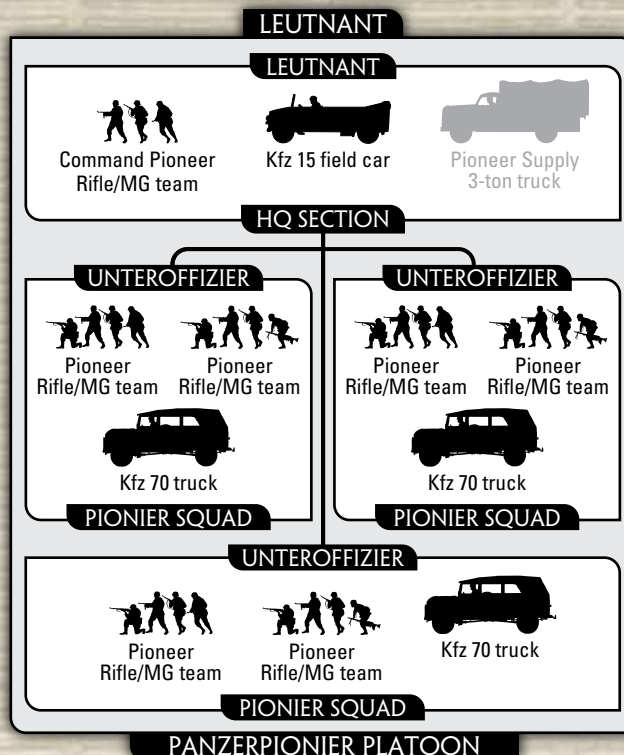

245 points
175 points

OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerknacker SMG team for +5 points or a Command Pioneer Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle/MG team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

The Panzerpionier Platoon is invaluable in assaults on fortifications, being able to clear mines and breach obstacles with ease.

In defence, they are equally good at creating barriers and obstacles around strategic positions. Well armed with rifles, machine-guns, mines and demolition carriers, these pioneers are able to take on anything that the Allies can throw against them.



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.

A SS-Panzerpionier Platoon is an Allied Platoon and follow the Allies rules on page 70 of the rulebook.

GRENADIER PLATOON

PLATOON

HQ Section with
3 Grenadier Squads
2 Grenadier Squads

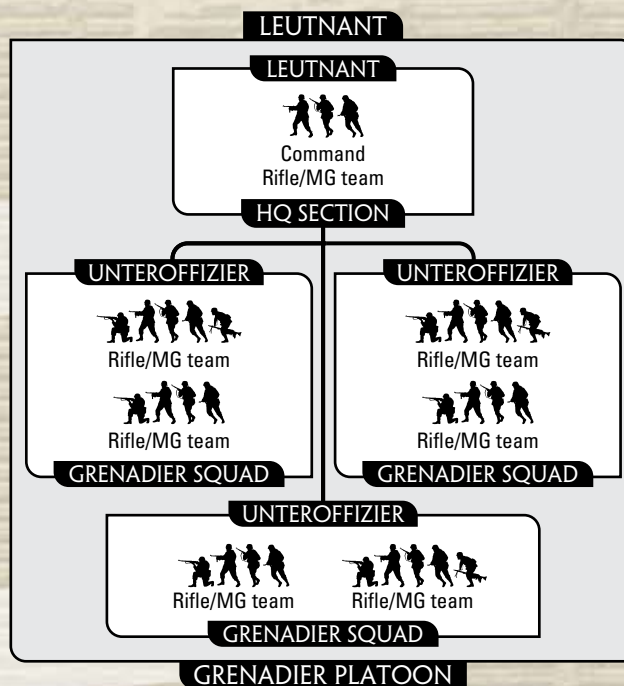

155 points
110 points

OPTIONS

- Replace the Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.

During the Soviet Lvov-Sandomierz operation the 653. Schwere Panzerjägerabteilung covered the withdrawal of the XXIV Panzer Korps, which, despite its title, consisted of the 254., 371., 75. Infanterie divisions and the 100. Jägerdivision.

The Grenadiers of these divisions fought alongside the Elephant tank-hunters during these delaying actions.



PIONEER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads	235 points
2 Pioneer Squads	165 points
1 Pioneer Squad	95 points

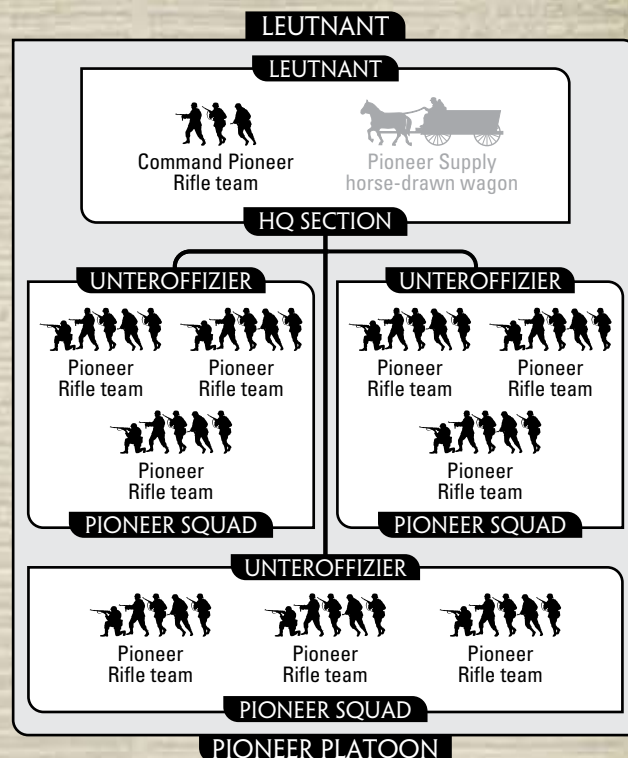


OPTIONS

- Replace the Command Pioneer Rifle team with a Command Pioneer Panzerknacker SMG team for +5 points or a Command Pioneer Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

The 'black' pioneers of the Infanteriedivision performed all the specialist engineering tasks. They lay minefields, prepare bunkers, and create other defensive positions.

When the Grenadiers counterattack to regain lost positions, the pioneers lead the way with their flame-throwers.



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

ARTILLERY BATTERY

PLATOON

HQ Section and:

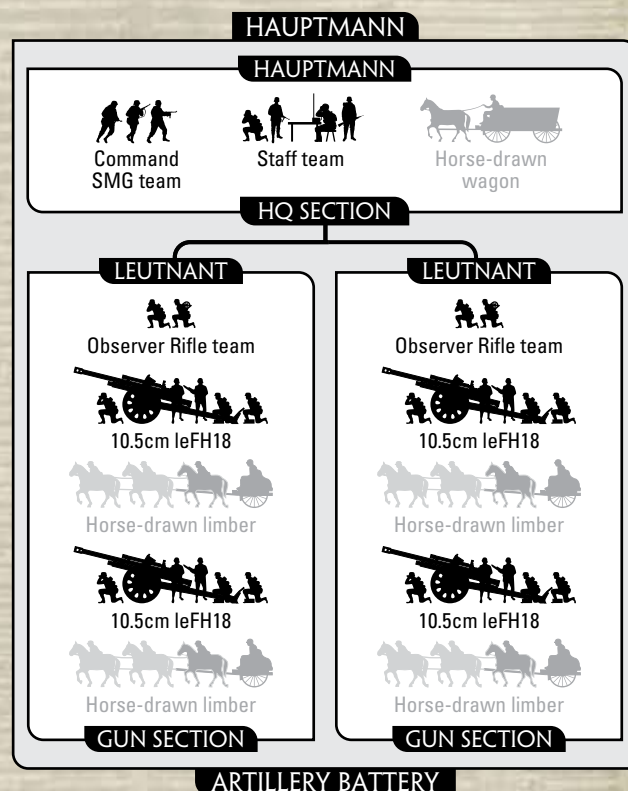
2 Gun Sections with:	
4 10.5cm leFH18 howitzers	210 points
4 15cm sFH18 howitzers	310 points
1 Gun Section with:	
2 10.5cm leFH18 howitzers	115 points
2 15cm sFH18 howitzers	160 points



OPTIONS

- Add horse-drawn limbers and wagon for +5 points for the battery.
- Replace all horse-drawn limbers and wagon with 3-ton trucks or RSO tractors at no cost.

The 10.5cm leFH18 howitzer is the standard artillery piece of the German army. It has a heavy shell making its bombardments quite destructive. If necessary, it can defend itself against tanks with specialist anti-tank ammunition. Overall it is an excellent gun. Its biggest weakness is its lack of mobility after the huge losses of horses and motor vehicles in the winter battles of 1943-44.



Artillery Batteries equipped with 15cm sFH18 howitzers may not be placed in Ambush within 16"/40cm of enemy teams.

MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section and:

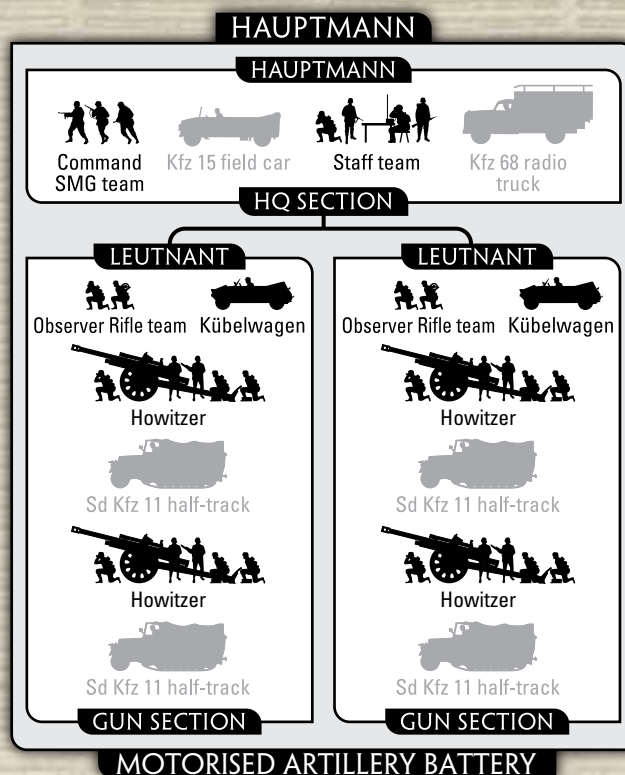
2 Gun Sections with:	
4 10.5cm leFH18 howitzers	210 points
4 15cm sFH18 howitzers	310 points
1 Gun Section with:	
2 10.5cm leFH18 howitzers	115 points
2 15cm sFH18 howitzers	160 points



OPTIONS

- Add Kfz 15 field car, Kfz 68 radio truck and Sd Kfz 11 or Sd Kfz 7 half-tracks for +5 points for the battery.
- Replace all Kübelwagen jeeps with Sd Kfz 250 half-tracks for +5 points per half-track.
- Replace any or all Observer Rifle teams and their Kübelwagen with Observer Panzer II OP tanks for +10 points per tank.

A four-gun battery provides a good balance between cost and effectiveness. The 10.5cm gun delivers a high volume of fire that delivers the capability to destroy the toughest targets.



ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Launcher Sections with:	
6 15cm NW41 Launchers	200 points
6 21cm NW42 Launchers	240 points
4 15cm NW41 Launchers	145 points
4 21cm NW42 Launchers	175 points
1 Launcher Section with:	
3 15cm NW41 Launchers	105 points
3 21cm NW42 Launchers	125 points
2 15cm NW41 Launchers	75 points
2 21cm NW42 Launchers	90 points

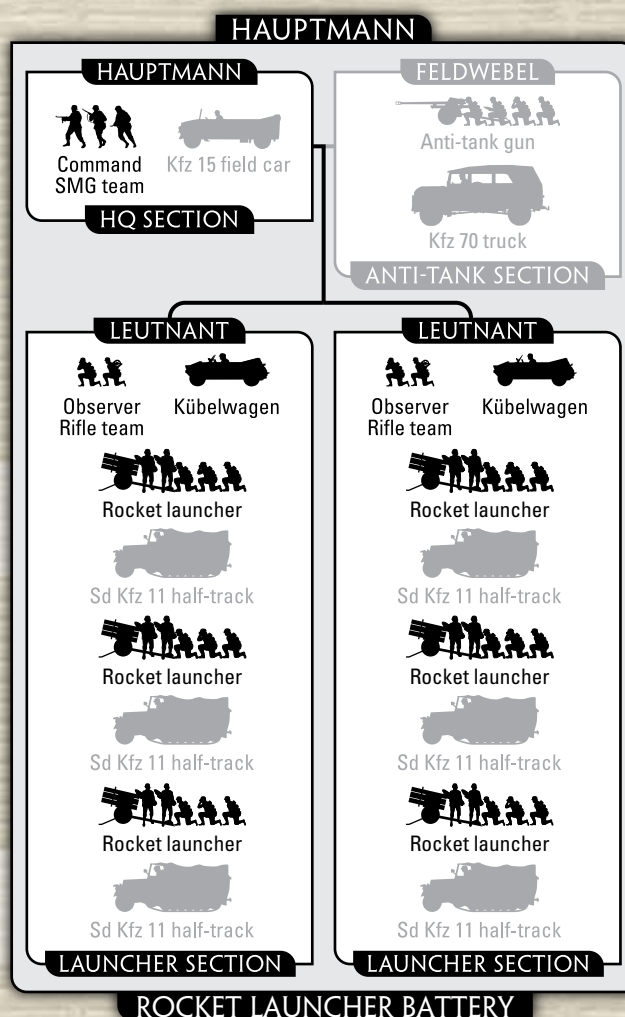


OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the platoon.
- Add an Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun and Kfz 70 truck with 7.5cm PaK40 gun and Sd Kfz 11 half-track for +25 points.

An economical way to deliver massive support in either offensive or defensive operations, the NW41 rocket launcher batteries deliver crushing firepower at a moment's notice. Their ability to bring a constant rain of fire upon advancing enemy infantry can break their assault in one volley.

Though vulnerable to tank attack and easily identified for counterbattery fire by the smoke trails, their greater numbers provide you the firepower needed to successfully support your army with a potentially battle winning option.



ARMoured ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Launcher Sections with:

8 Panzerwerfer 42

365 points

6 Panzerwerfer 42

305 points

1 Launcher Section with:

4 Panzerwerfer 42

210 points

3 Panzerwerfer 42

165 points

OPTIONS

- Model Panzerwerfer 42 rocket launchers with 5 or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.
- Add Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun with 7.5cm PaK40 gun for +20 points.

Mobile rocket launchers address the main vulnerability of the near stationary NW41 rocket launcher. They can provide the same devastating support while allowing you to move them rapidly away from immediate counterbattery fire. This survivability provides you the means to provide continuous support without the fear of immediate enemy retaliation.

DEVASTATING BOMBARDMENT

Like the Soviet *Katyusha* rocket launchers, Panzerwerfer 42 rocket launchers are ready to signal the beginning of the offensive. Very little can withstand the fury of a full *Panzerwerfer* battery!

See Bigger and Smaller Batteries on page 131 and Rocket Launchers on page 138 of the rulebook.

HAUPTMANN

HAUPTMANN



Command
SMG team



Kfz 15 field car

HQ SECTION

FELDWEBEL



5cm PaK38 gun



Sd Kfz 11 half-track

ANTI-TANK SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42

LAUNCHER SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42

LAUNCHER SECTION

ARMoured ROCKET LAUNCHER BATTERY

Armoured Rocket Launcher Batteries use the Armoured Rocket Launcher special rule on page 245 of the rulebook.



LUFTWAFFE SUPPORT PLATOONS

MOTIVATION AND SKILL

Luftwaffe (German Air Force) FlaK Korps are well-trained in anti-aircraft work but has little to no expertise in ground combat. They are rated **Reluctant Trained**.



MOTIVATION

RELUCTANT

SKILL

TRAINED

LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:
3 3.7cm FlaK43

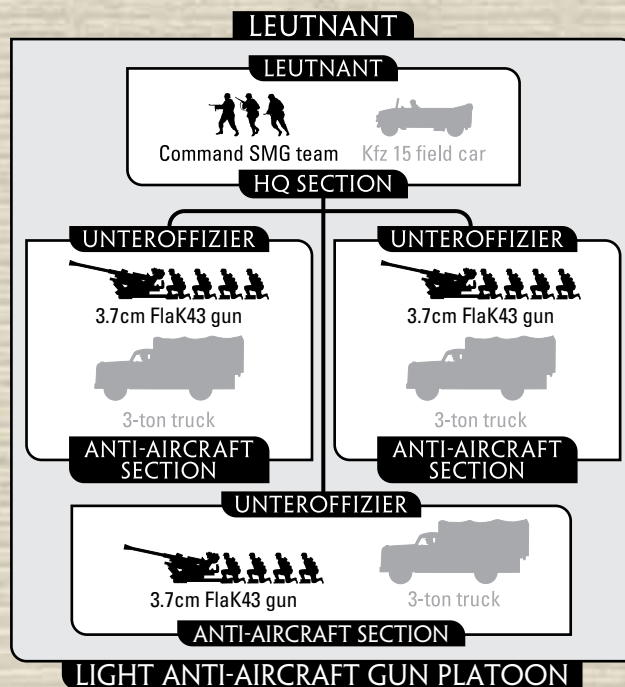
65 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.

Anti-aircraft guns protect your soft rear area assets from enemy fighter-bombers. They also afford some protection against enemy reconnaissance and infantry platoons. A high rate of fire can effectively clear the skies of aircraft or bring much needed direct fire support from your defending infantry.

A Light Anti-aircraft Gun Platoon is an Allied Platoon and follow the Allies rules on page 70 of the rulebook.



HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:
2 8.8cm FlaK36
1 8.8cm FlaK36

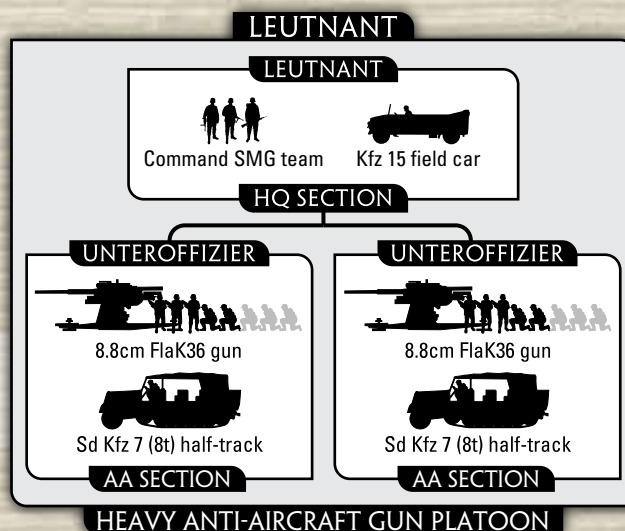
95 points
50 points

OPTION

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

Luftwaffe 8.8cm guns have a long history of supporting the German army.

A Heavy Anti-aircraft Gun Platoon is an Allied Platoon and follow the Allies rules on page 70 of the rulebook.

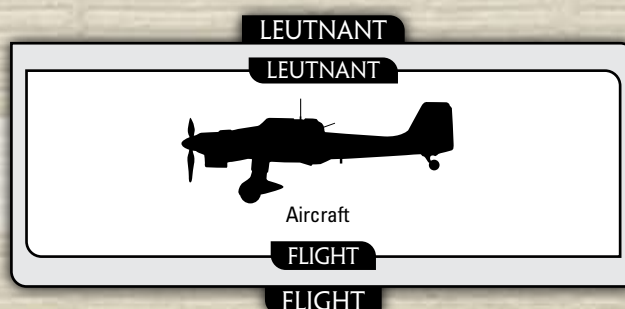


AIR SUPPORT

SPORADIC AIR SUPPORT

Ju 87D Stuka
Ju 87G Stuka
Hs 129B

100 points
100 points
115 points



German Arsenal



TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
Panzer IV H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther A <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
Tiger (P) (late) <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	13 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks, Unreliable. <i>Slow traverse.</i>
Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. <i>Slow traverse.</i>
Bergepanther (Panzer IV turret) <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	8 1	4 11	1 3+	2 Hull MG, Wide tracks. <i>Hull mounted.</i>

ASSAULT GUNS

StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. <i>Breakthrough gun, Hull mounted, Smoke.</i>

TANK-HUNTERS

Elefant <i>8.8cm PaK43 gun</i>	Slow Tank <i>40"/100cm</i>	15 2	8 16	2 3+	Hull MG, Overloaded, Unreliable. <i>Hull mounted.</i>
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ARTILLERY (SP)

Panzerwerfer 42 (Maultier) <i>15cm RW42 rocket launcher</i>	Half-tracked <i>64"/160cm</i>	0 -	0 3	0 4+	AA MG, Armoured rocket launcher. <i>Rocket launcher, Smoke bombardment.</i>
Panzer II OP <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Protected Ammo.

ANTI-AIRCRAFT (SP)

Flakpanzer T-34(r) <i>2cm FlaK38 (V) gun</i>	Standard Tank <i>16"/40cm</i>	3 6	2 5	0 5+	Hull MG, Fast tank, Wide-tracks. <i>Anti-aircraft.</i>
Bergepanther (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Standard Tank <i>16"/40cm</i>	4 6	2 5	0 5+	Hull MG, Wide tracks <i>Anti-aircraft.</i>
Armoured Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	0 6	0 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	- 6	- 5	- 5+	Gun shield. <i>Anti-aircraft.</i>

RECONNAISSANCE

Motorcycle MG team <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Assault Rifle team <i>Assault Rifle</i>	Jeep <i>8"/20cm</i>	- 3	- 1	- 6	Motorcycle reconnaissance, Dismount as Assault Rifle team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Panzerfaust SMG team <i>When firing as SMG</i> <i>When firing as Panzerfaust</i>	Jeep <i>4"/10cm</i> <i>4"/10cm</i>	- 3 1	- 1 12	- 6 5+	Motorcycle reconnaissance, Dismount as Panzerfaust SMG team. <i>Hull mounted, Vehicle MG.</i> <i>Awkward layout.</i>
Schwimmagen MG team <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Amphibious, Motorcycle reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Schwimmagen Assault Rifle team <i>Assault Rifle</i>	Jeep <i>8"/20cm</i>	- 3	- 1	- 6	Amphibious, Motorcycle reconnaissance, Dismount as Assault Rifle team. <i>Hull mounted, Vehicle MG.</i>
Schwimmagen Panzerfaust SMG team <i>When firing as SMG</i> <i>When firing as Panzerfaust</i>	Jeep <i>4"/10cm</i> <i>4"/10cm</i>	- 3 1	- 1 12	- 6 5+	Amphibious, Motorcycle reconnaissance, Dismount as Panzerfaust SMG team. <i>Hull mounted, Vehicle MG.</i> <i>Awkward layout.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun shield, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	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 NW41 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

TRANSPORT TEAMS

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

TRUCKS

Kfz 15 field car or Kübelwagen jeep	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	

TRACTORS

Sd Kfz 10, Sd Kfz 11 or Sd Kfz 7 half-track	Half-tracked	-	-	-	
RSO tractor	Slow Tank	-	-	-	

RECOVERY VEHICLES

Bergepanzer Elefant Recovery Vehicle	Slow Tank	9	8	2	Hull MG, AA MG, Unreliable, Recovery vehicle.
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ARMoured PERSONNEL CARRIERS

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

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.
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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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank