

AUFKLÄRUNGSABTEILUNG

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR LATE WAR
GERMAN PANZERDIVISION RECONNAISSANCE FORCES



UPDATED ON
06/11/2012

Gepanzerte Aufklärungsschwadron

ARMoured RECONNAISSANCE SQUADRON

(MECHANISED COMPANY)

HEADQUARTERS



Gepanzerte Aufklärungsschwadron HQ 5

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

COMBAT PLATOONS

INFANTRY



Gepanzerte Aufklärungs Platoon 3

INFANTRY



Gepanzerte Aufklärungs Platoon 5

INFANTRY



Gepanzerte Aufklärungs Platoon 3

INFANTRY



Aufklärungs Heavy Platoon 4

WEAPONS PLATOONS (Choose one platoon from each box)

RECONNAISSANCE



Light Panzerspäh Platoon 13

Half-tracked Panzerspäh Platoon 14

Tracked Panzerspäh Platoon 14

Puma Panzerspäh Platoon 14

Heavy Panzerspäh Platoon 15

RECONNAISSANCE



Light Panzerspäh Platoon 13

Half-tracked Panzerspäh Platoon 14

Tracked Panzerspäh Platoon 14

Puma Panzerspäh Platoon 14

ANTI-TANK



Aufklärungs Anti-tank Gun Platoon 5

ARTILLERY



Aufklärungs Infantry Gun Platoon 5

Aufklärungs Cannon Platoon 6

INFANTRY



Aufklärungspionier Platoon 6

INFANTRY



Aufklärungs Platoon 9

DIVISION SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Panzer Platoon 16

Heavy Tank Platoon 16

Radio-control Tank Platoon 17

ARMOUR



Assault Gun Platoon 17

Tank-hunter Platoon 18

Anti-tank Gun Platoon 18

INFANTRY



Gepanzerte Panzergrenadier Platoon 19

Panzergrenadier Platoon 19

INFANTRY



Gepanzerte Panzerpionier Platoon 20

ARTILLERY



Motorised Artillery Battery 20

Armoured Artillery Battery 21

ARTILLERY



Rocket Launcher Battery 21

Armoured Rocket Launcher Battery 22

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon 22

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon 23

AIRCRAFT



Limited Air Support 23

Sporadic Air Support 23

MOTIVATION AND SKILL

As some of the best troops in a *Panzerdivision*, a Gepanzerte Aufklärungsschwadron is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

GEPAENZERTE AUFKLAERUNGSSCHWADRON HQ

HEADQUARTERS

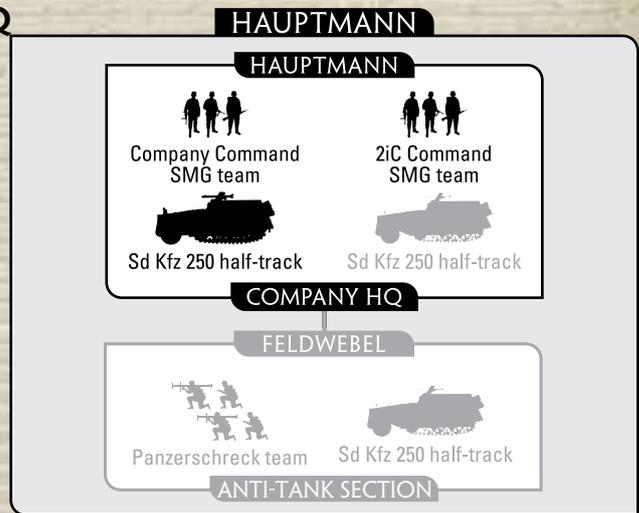
Company HQ 50 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add second Sd Kfz 250 half-track to Company HQ for +10 points.
- Add Anti-tank Section for +40 points.

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

The *Aufklärungsschwadron* (Reconnaissance Company, pronounced owf-klairr-oongs shvad-rone) did not operate as other reconnaissance forces did. Only the armoured cars



GEPAENZERTE AUFKLAERUNGSSCHWADRON HQ

carried out reconnaissance of any sort. The rest of the battalion was there to assist in getting the armoured cars through the enemy lines, and in controlling the area of reconnaissance through armed action.

COMBAT PLATOONS

GEPAENZERTE AUFKLAERUNGS PLATOON

PLATOON

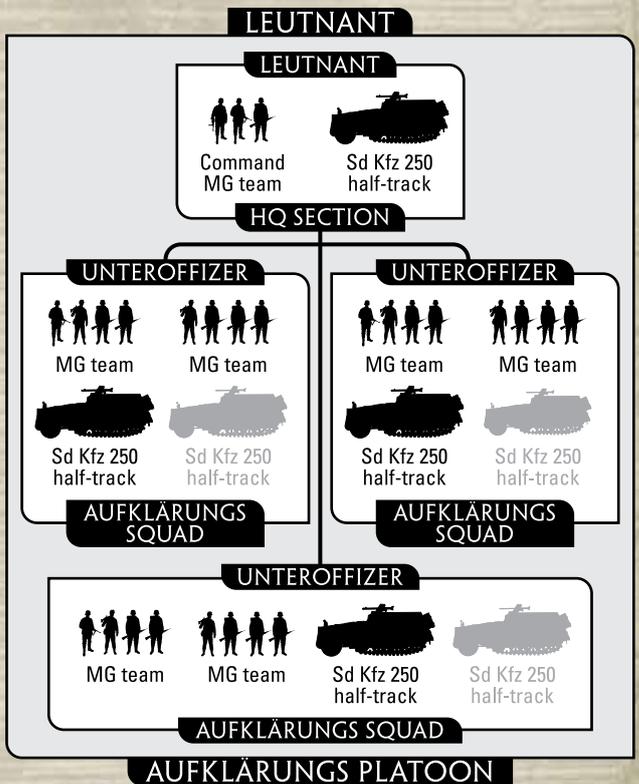
HQ Section with
 3 Aufklärungs Squads 220 points
 2 Aufklärungs Squads 155 points

OPTIONS

- Replace the Command MG team with Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.
- Add an additional Sd Kfz 250 half-track to each squad for +10 points per half-track.
- Replace Sd Kfz 250 half-track in HQ Section with Sd Kfz 250/10 (3.7cm) or Sd Kfz 250/11 (2.8cm) half-track at no cost.

Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.

The *Gepanzerte Aufklärungs* platoons have outstanding attack and defensive capabilities. With plenty of machine-guns, enemy infantry will have trouble getting close, especially if your half-tracks are ready as a mobile base of fire. On defence, dismount and dig in on key terrain, keeping down until the enemy comes close. Then destroy them with machine-gun



fire. In attack, stay mounted unless the enemy has plenty of anti-tank guns. Take the battle to the enemy.

AUFKLÄRUNGS HEAVY PLATOON

PLATOON

HQ Section with:

- 2 Machine-gun Sections 185 points
- 1 Machine-gun Section 100 points
- No Machine-gun Sections 15 points

OPTIONS

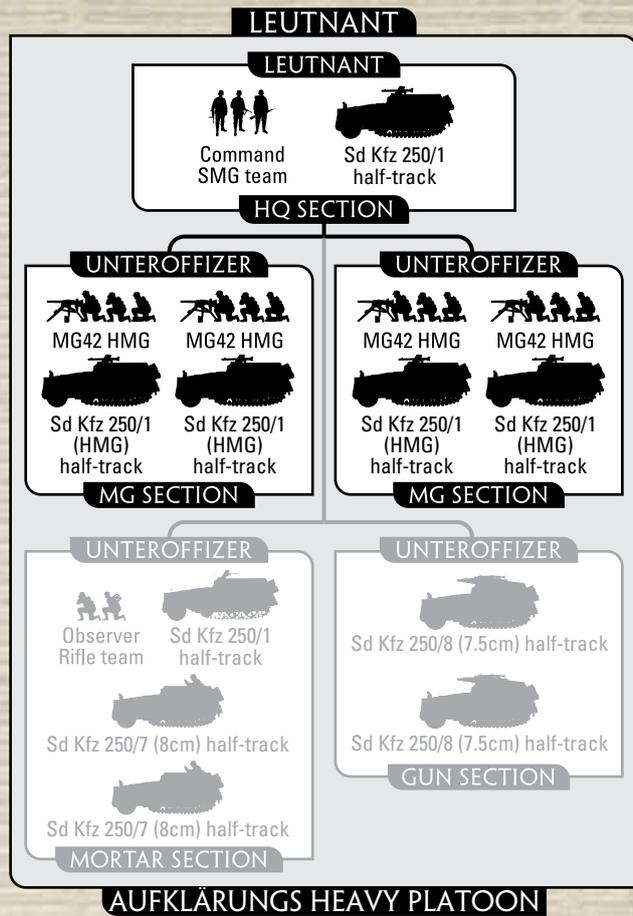
- Add a Gun Section for +80 points.
- Add a Mortar Section for +85 points.

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

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

The concentrated firepower of the heavy platoon gives your company the ability to form a *Schwerpunkt* (focus of effort) in both attacking and defensive situations. With mortars to pin down the enemy, heavy machine-guns to cut them down if they launch a counterattack, and assault guns to deal with enemy machine-gun nests, you have a tool for every task.

If the terrain lacks good fields of fire, attach the heavy platoon's machine-guns and assault guns to your Aufklärungs platoons to put their firepower where you need it most.



WEAPONS PLATOONS

AUFKLAERUNGS ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

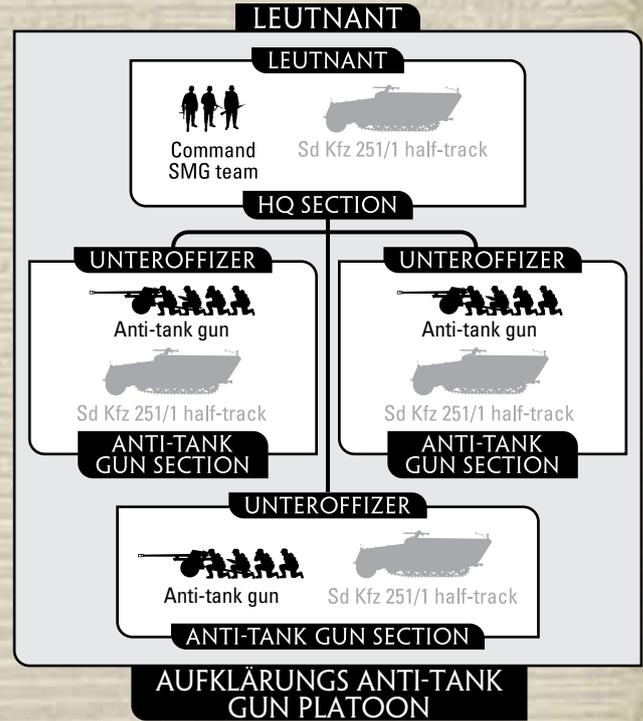
3 5cm PaK38	90 points
2 5cm PaK38	60 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

OPTION

- Add Sd Kfz 251/1 half-tracks for +10 points per half-track.

An *Aufklärungsschwadron* has its own anti-tank guns to protect the Aufklärungs platoons from enemy tanks.

Aufklärungsschwadrons anti-tank gun platoons are armed with either 5cm PaK38 or 7.5cm PaK40 guns.



AUFKLAERUNGS INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 Gun Sections	75 points
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Although many expected the infantry gun to become obsolete, it is still as valuable as ever. New anti-tank ammunition makes them useful anti-tank weapons and they are just as deadly as ever against machine-gun nests and entrenched infantry.

The infantry guns of the *Aufklärungsschwadron* can have armoured half-track tows to keep pace with the *Gepanzerte Aufklärungs* platoons so they can offer fire support just when it is needed.



AUFKLÄRUNGSPIONIER PLATOON

PLATOON

HQ Section with:
 3 Pioneer Squads 265 points
 2 Pioneer Squads 190 points

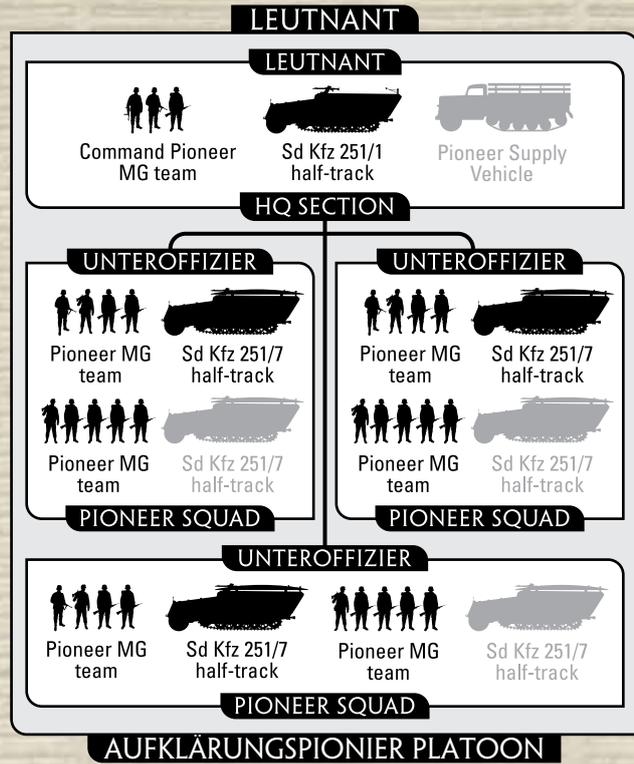
OPTIONS

- Replace the Command Pioneer MG team with a Command Panzerknacker Pioneer SMG team for +5 points or a Command Panzerfaust Pioneer SMG team for +10 points.
- 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 Heavy Company of the *Aufklärungsschwadron*, as well as containing the anti-tank guns and infantry guns, also provided the battalion with its own armoured pioneers.

Often before the real reconnaissance duties began, a way would have to be cleared through wire and mine fields before the armoured cars and Aufklärungs platoons could begin their work. This task was carried out by the pioneers. Their armoured half-tracks provided good protection against small arms and also allowed them to join the *Aufklärungsschwadron* actions along side the Aufklärungs platoons.

Aufklärungspionier 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.

AUFKLÄRUNGS CANNON PLATOON

PLATOON

3 Gun Sections 240 points
 2 Gun Sections 160 points
 1 Gun Section 80 points

The Aufklärungs Cannon Platoon gives an Aufklärungsschwadron their own assault guns. This platoon will neutralise a machine-gun nest of light anti-tank guns in a few shots. Do not expect them to fight tanks, as their light armour will lead them to a quick grave.



Note that Gepanzerte Aufklärungs, Aufklärungs Heavy, Aufklärungs Anti-tank Gun, Aufklärungs Infantry Gun, Aufklärungs Cannon, and Aufklärungspionier Platoons are not reconnaissance platoons. Their role is to clear the way for the Panzerspäh Patrols which are reconnaissance platoons.



LADINE!
THE WAR
ALL COSTS
MOBILISE
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WEAPON
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GERMAN 

GERPANZERTE AUFKLÄRUNGSSCHWADRON



Aufklärungsschwadron

RECONNAISSANCE SQUADRON

(MECHANISED COMPANY)



HEADQUARTERS

HEADQUARTERS



Aufklärungsschwadron HQ

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

COMBAT PLATOONS (Choose one platoon from each box)

INFANTRY



Aufklärungs Platoon

INFANTRY



Aufklärungs Platoon

INFANTRY



Aufklärungs Platoon

INFANTRY



Aufklärungs Motorised Heavy Platoon

WEAPONS PLATOONS

INFANTRY



Aufklärungspionier Platoon

INFANTRY



Gepanzerte Aufklärungs Platoon

WEAPONS PLATOONS (Choose one platoon from each box)

RECONNAISSANCE



Light Panzerspäh Platoon

Half-tracked Panzerspäh Platoon

Tracked Panzerspäh Platoon

Puma Panzerspäh Platoon

Heavy Panzerspäh Platoon

RECONNAISSANCE



Light Panzerspäh Platoon

Half-tracked Panzerspäh Platoon

Tracked Panzerspäh Platoon

Puma Panzerspäh Platoon

ANTI-TANK



Aufklärungs Anti-tank Gun Platoon

Aufklärungs Motorised Anti-tank Gun Platoon

ARTILLERY



Aufklärungs Infantry Gun Platoon

Aufklärungs Cannon Platoon

Aufklärungs Motorised Infantry Gun Platoon

DIVISION SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Panzer Platoon

Heavy Tank Platoon

Radio-control Tank Platoon

ARMOUR



Assault Gun Platoon

Tank-hunter Platoon

Anti-tank Gun Platoon

INFANTRY



Gepanzerte Panzergrenadier Platoon

Panzergrenadier Platoon

INFANTRY



Gepanzerte Panzerpionier Platoon

ARTILLERY



Motorised Artillery Battery

Armoured Artillery Battery

ARTILLERY



Rocket Launcher Battery

Armoured Rocket Launcher Battery

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Limited Air Support

Sporadic Air Support

MOTIVATION AND SKILL

The motorised reconnaissance troops of an Aufklärungsschwadron are seasoned fighters and are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

AUFKLÄRUNGSSCHWADRON HQ

HEADQUARTERS

Company HQ 65 points

OPTIONS

- Replace either or both Command Motorcycle SMG teams with Command Motorcycle Panzerknacker SMG teams for +5 points per team or Command Motorcycle Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +35 points.
- Replace Motorcycle Panzerschreck team with an 8.8cm RW43 Püppchen rocket launcher and Kfz 15 field car at no cost.
- Replace all Motorcycle teams with the equivalent Schwimmwagen teams for +5 points for the platoon.



The teams of a Aufklärungsschwadron HQ use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Recce teams while mounted.

Not all of the infantry of the *Aufklärungsschwadron* was mounted in Sd Kfz 250 armoured half-tracks. Some com-

panies were mounted on motorcycles or in *Kübelwagen* or *Schwimmwagen* jeeps.

COMBAT PLATOONS

AUFKLÄRUNGS PLATOON

PLATOON

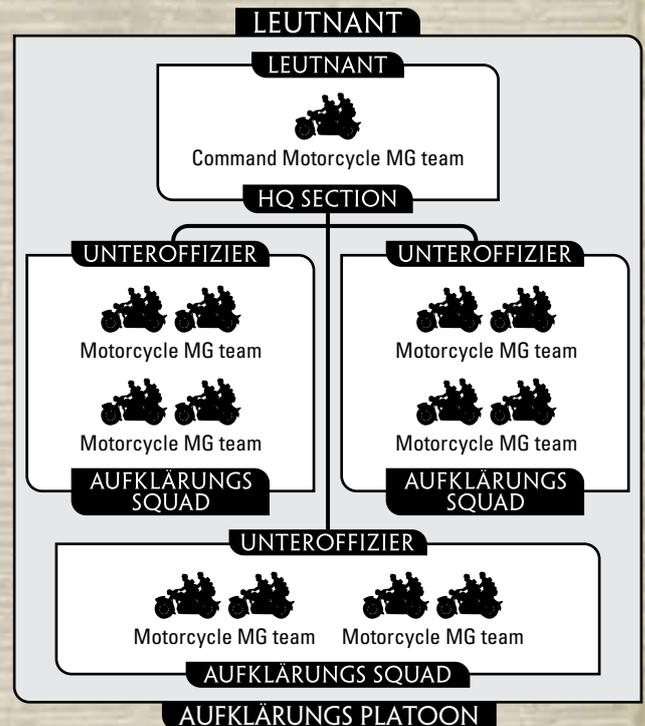
HQ Section with
 3 Aufklärungs Squads 255 points
 2 Aufklärungs Squads 180 points

OPTIONS

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

The Aufklärungs platoons use their *Kübelwagen*s for speed and mobility. Once close to the enemy they dismount and approach the enemy positions on foot.

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



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

AUFKLÄRUNGS MOTORISED HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections	185 points
1 Machine-gun Section	100 points
No Machine-gun Sections	15 points

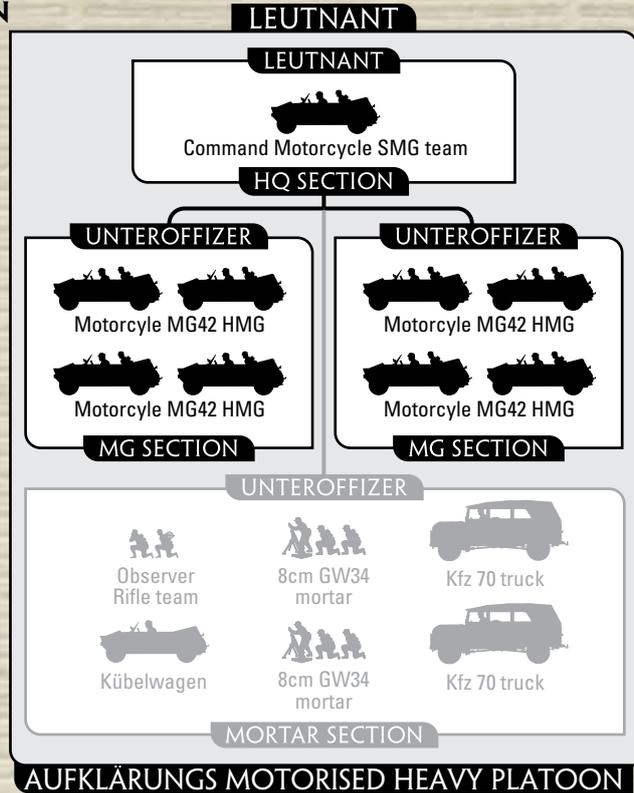
OPTIONS

- Add a Mortar Section for +65 points.
- Replace all Motorcycle teams with the equivalent Schwimmwagen teams for +5 points for the platoon.
- Replace Kübelwagen Jeep and Kfz 70 trucks with Schwimmwagen Jeeps for +5 points for the Mortar Section.

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

Aufklärungs Motorised Heavy Platoon uses the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.

The motorised heavy platoon of a *Panzer Grenadier Division Aufklärungsschwadron* are motorised rather than armoured and gives support options in both attacking and defensive situations. With mortars to pin down the enemy and heavy machine-guns to cut them down if they launch a counterattack.



AUFKLÄRUNGS MOTORISED HEAVY PLATOON

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

WEAPON PLATOONS

AUFKLÄRUNGS MOTORISED ANTI-TANK GUN PLATOON

PLATOON

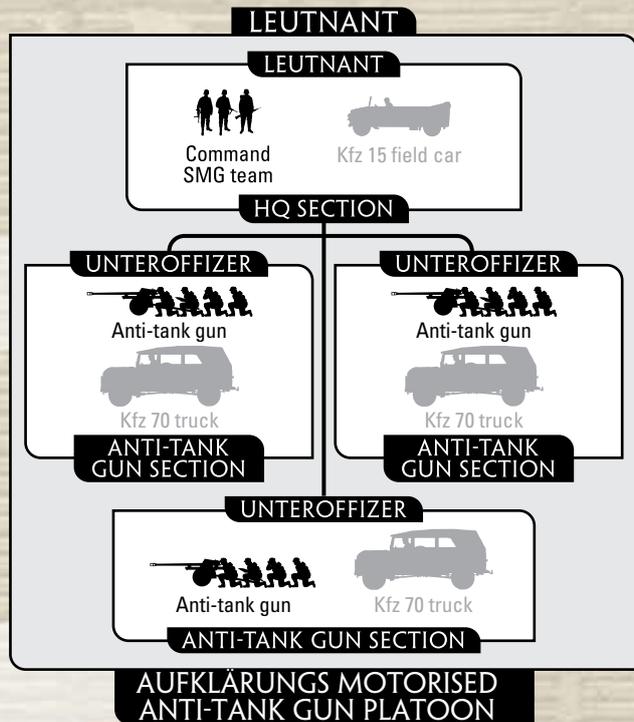
HQ Section with:

3 5cm PaK38	90 points
2 5cm PaK38	60 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

OPTION

- Add Kfz 15 field car and Kfz 70 trucks for +5 points for the platoon.

The anti-tank guns of an *Aufklärungsschwadron* of a *Panzer Grenadier Division* are not armoured and are towed by unarmoured Kfz 70 trucks. The PaK guns provide the battalion with some real hitting power when they are on defence or when enemy tanks threaten the advance.



AUFKLÄRUNGS MOTORISED ANTI-TANK GUN PLATOON

Note that Aufklärungs Motorised Anti-tank Gun, Aufklärungs Motorised Infantry Gun, and Aufklärungspioneer Platoons are not reconnaissance platoons. Their role is to clear the way for the Panzerspäh Patrols which are reconnaissance platoons.

AUFKLÄRUNGS MOTORISED INFANTRY GUN PLATOON

PLATOON

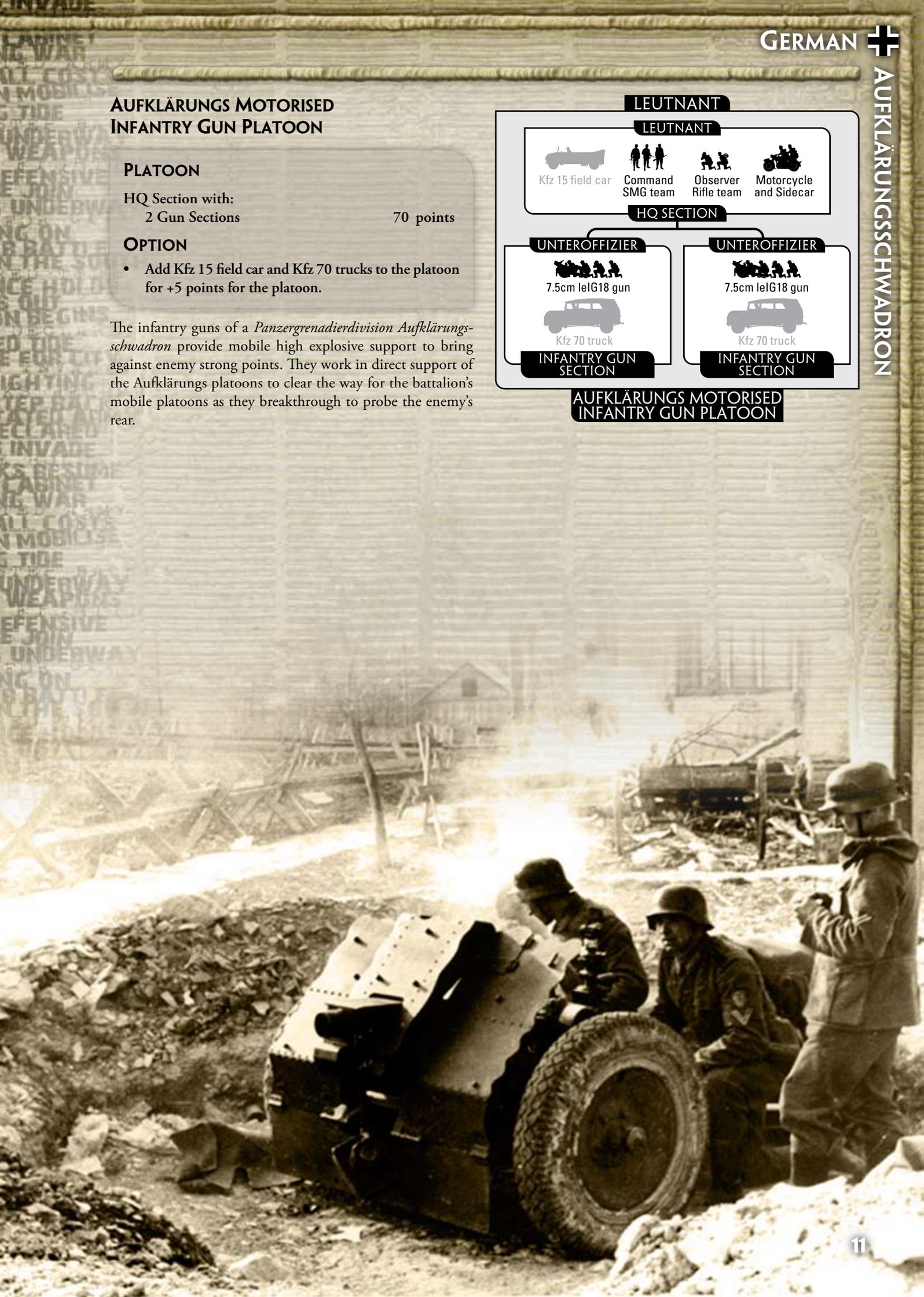
HQ Section with:
2 Gun Sections

70 points

OPTION

- Add Kfz 15 field car and Kfz 70 trucks to the platoon for +5 points for the platoon.

The infantry guns of a *Panzergranadierdivision Aufklärungsschwadron* provide mobile high explosive support to bring against enemy strong points. They work in direct support of the Aufklärung platoons to clear the way for the battalion's mobile platoons as they breakthrough to probe the enemy's rear.





Panzerpähkompanie

ARMoured CAR COMPANY

(MECHANISED COMPANY)



HEADQUARTERS

HEADQUARTERS



Panzerpähkompanie HQ

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

COMBAT PLATOONS

RECONNAISSANCE



- Light Panzerpäh Platoon
- Half-tracked Panzerpäh Platoon
- Tracked Panzerpäh Platoon
- Puma Panzerpäh Platoon
- Heavy Panzerpäh Platoon

RECONNAISSANCE



- Light Panzerpäh Platoon
- Half-tracked Panzerpäh Platoon
- Tracked Panzerpäh Platoon
- Puma Panzerpäh Platoon

RECONNAISSANCE



- Light Panzerpäh Platoon
- Half-tracked Panzerpäh Platoon
- Tracked Panzerpäh Platoon
- Puma Panzerpäh Platoon

RECONNAISSANCE



- Light Panzerpäh Platoon
- Half-tracked Panzerpäh Platoon
- Tracked Panzerpäh Platoon
- Puma Panzerpäh Platoon

WEAPONS PLATOONS

ARMOUR



7.5cm Armoured Car Platoon

INFANTRY



Gepanzerte Aufklärungs Platoon

INFANTRY



Gepanzerte Aufklärungs Platoon

ANTI-TANK



Aufklärungs Anti-tank Gun Platoon

ARTILLERY



Aufklärungs Infanterie Gun Platoon

INFANTRY



Aufklärungspionier Platoon

DIVISION SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



- Panzer Platoon
- Heavy Tank Platoon
- Radio-control Tank Platoon

ARMOUR



- Assault Gun Platoon
- Tank-hunter Platoon
- Anti-tank Gun Platoon

INFANTRY



- Gepanzerte Panzergrenadier Platoon
- Panzergrenadier Platoon

INFANTRY



Gepanzerte Panzerpionier Platoon

ARTILLERY



- Motorised Artillery Battery
- Armoured Artillery Battery

ARTILLERY



- Rocket Launcher Battery
- Armoured Rocket Launcher Battery

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



- Limited Air Support
- Sporadic Air Support

MOTIVATION AND SKILL

The armoured car crews of a Panzerspähkompanie know they are the first to meet the enemy and are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZERSPÄHKOMPANIE HQ

HEADQUARTERS

1 Sd Kfz 250 (Recce)	35 points
1 Sd Kfz 223 (radio)	30 points
1 Sd Kfz 231 (8-rad)	40 points
1 Sd Kfz 234/1 (2cm)	40 points
1 Sd Kfz 234/2 Puma	50 points
1 Panzer II L Luchs	45 points

Armoured cars do not generally engage the enemy directly except when confronted by a weak enemy or at the point of attack. Once the line had been penetrated they typically operated about one day's march ahead of the division (18 miles/30km behind the enemy lines), attacking rear-area troops and generally causing havoc while finding enemy troop concentrations. Anything too large is left for the non-reconnaissance elements of the force to deal with.

HAUPTMANN

HAUPTMANN



Company Command Armoured Car

COMPANY HQ

PANZERSPÄHKOMPANIE HQ

You must field at least one Combat Platoon equipped at least in part with the same vehicle as the Company HQ.

The Company Command vehicle of a Panzerspähkompanie Company HQ is a Reconnaissance team.

COMBAT PLATOONS

LIGHT PANZERSPÄH PLATOON

PLATOON

2 Panzerspäh Patrols	220 points
1 Panzerspäh Patrol	110 points

OPTION

- Replace any or all Sd Kfz 222 (2cm) with Sd Kfz 221 (2.8cm) at no cost.

Armoured car patrols are the true reconnaissance troops of an *Aufklärungsabteilung*. While the rest of the battalion is beating a path through the enemy the armoured cars goal is to exploit the gap in the lines to get behind the enemy and scout out his positions.

Panzerspäh Patrols of a Light Panzerspäh Platoon operate as separate platoons, each with their own command team.

LEUTNANT

LEUTNANT





Command Sd Kfz 223 (radio) Sd Kfz 222 (2cm) Sd Kfz 222 (2cm)

PANZERSPÄH PATROL

FELDWEBEL





Command Sd Kfz 223 (radio) Sd Kfz 222 (2cm) Sd Kfz 222 (2cm)

PANZERSPÄH PATROL

LIGHT PANZERSPÄH PLATOON

Panzerspäh Patrols are Reconnaissance Platoons.



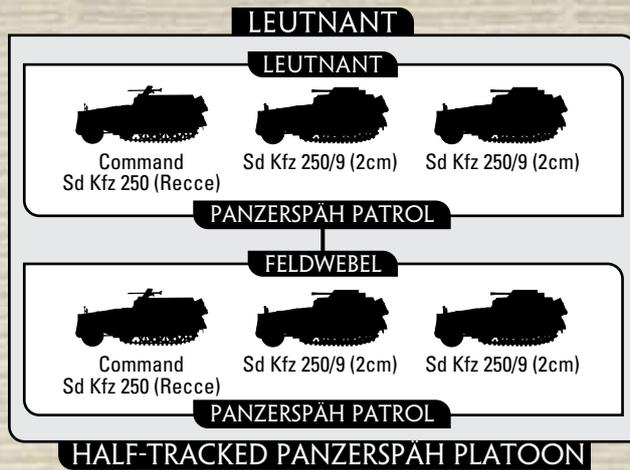
HALF-TRACKED PANZERSPÄH PLATOON

PLATOON

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

Panzerspäh Patrols of a Half-tracked Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.



TRACKED PANZERSPÄH PLATOON

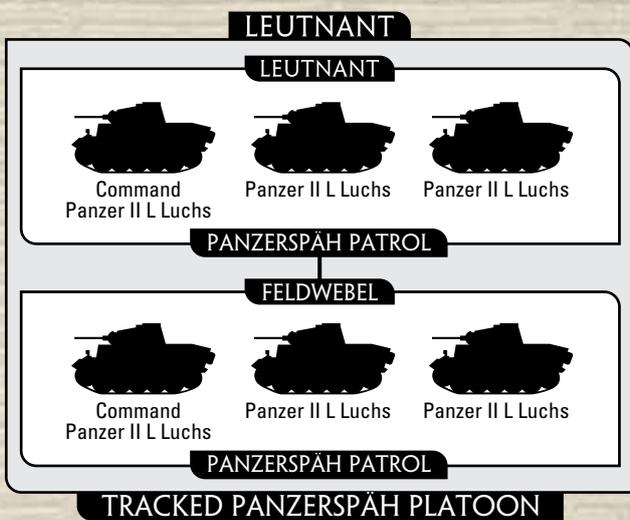
PLATOON

- 2 Panzerspäh Patrols 290 points
- 1 Panzerspäh Patrol 145 points

The Luchs (Lynx) is an excellent Standard Tank reconnaissance vehicle. It can go anywhere and is very fast. The Panzer II L Luchs saw service on both fronts during 1944 to 45. Amongst its users were 9. Panzerdivision on the Western Front and 4. Panzerdivision on the Eastern Front.

Panzerspäh Patrols of a Tracked Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.



PUMA PANZERSPÄH PLATOON

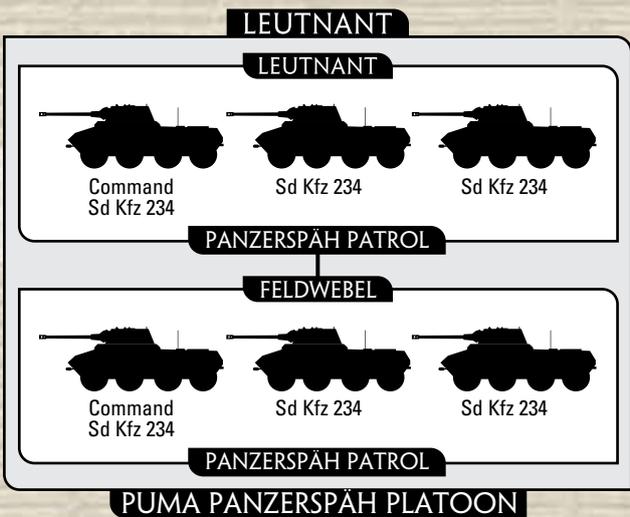
PLATOON

- With Sd Kfz 234/1 (2cm)
 - 2 Panzerspäh Patrols 260 points
 - 1 Panzerspäh Patrol 130 points
- With Sd Kfz 234/2 Puma:
 - 2 Panzerspäh Patrols 300 points
 - 1 Panzerspäh Patrol 150 points

The new *Puma* are heavy armoured cars. They have great mobility and traction due to their eight wheels. The *Puma* is armed with a 5cm KwK39 gun that can defeat any enemy light armour it may encounter. The Panzer Lehr division and 2. Panzerdivision received 25 Pumas each, 20. Panzerdivision received 16 and the 7. Panzerdivision only 6.

The same vehicle also mounted the lighter 2cm turret as the Sd Kfz 234/1 (2cm) armoured car. It saw action with Panzer and the Panzergrenadier divisions from July 1944 until the end of the war.

Panzerspäh Patrols are Reconnaissance Platoons.



If your Aufklärungsschwadron contains any Puma Panzerspäh Platoons you may not take any Tracked Panzerspäh Platoons.

Panzerspäh Patrols of a Puma Panzerspäh Platoon operate as separate platoons, each with their own command team.

HEAVY PANZERSPÄH PLATOON

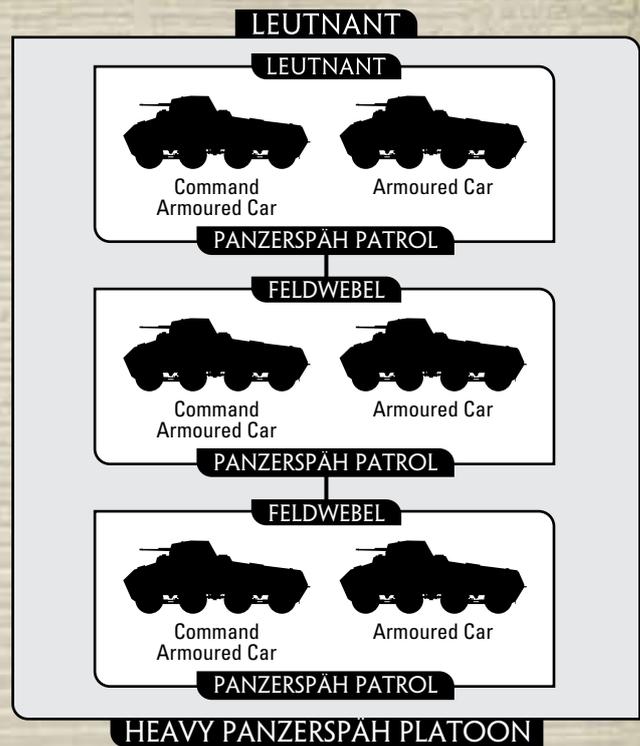
PLATOON

With Sd Kfz 231 (8-rad):	
3 Panzerspäh Patrols	240 points
2 Panzerspäh Patrols	160 points

The old and trusted 8-rad heavy armoured cars have great mobility and traction due to their eight wheels.

Panzerspäh Patrols of a Heavy Panzerspäh Platoon operate as separate platoons, each with their own command team.

Heavy Panzerspäh Platoons are Reconnaissance Platoons.



WEAPONS Platoons

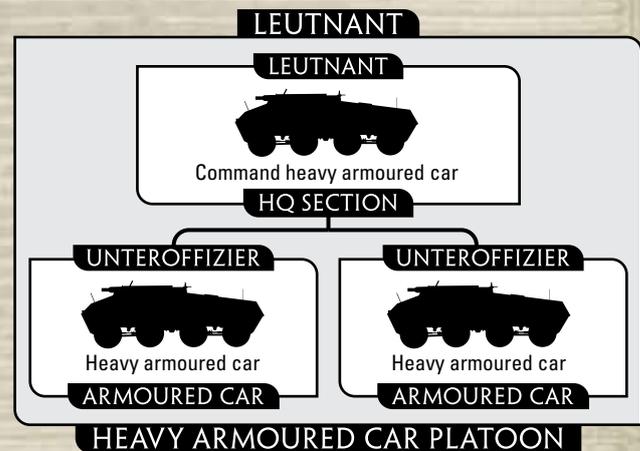
7.5CM ARMoured CAR PLATOON

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

7.5cm Armoured Car Platoons are not reconnaissance platoons.

The battalion's 7.5cm armoured car platoon gives the armoured cars the direct firepower they need to knock out light anti-tank guns and other enemy hazards blocking their way forward.



Divisional Support

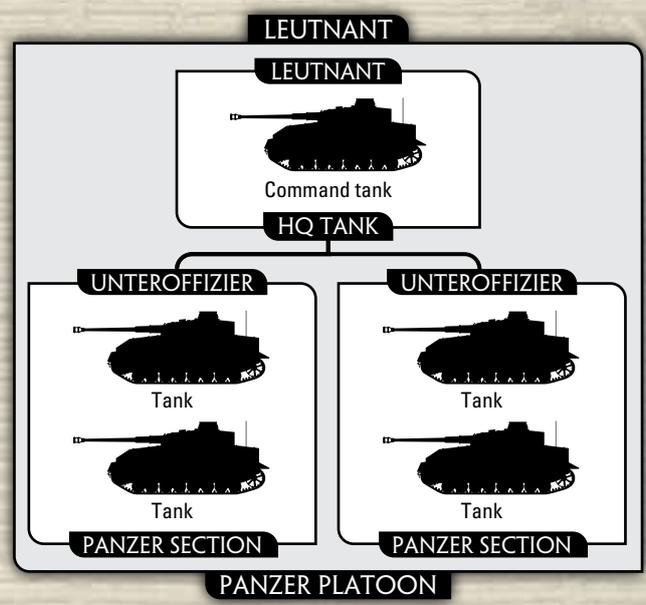
MOTIVATION AND SKILL

Like the troops they support, the Divisional Support Platoons are experienced troops that know their worth. Divisional Support Platoons are rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

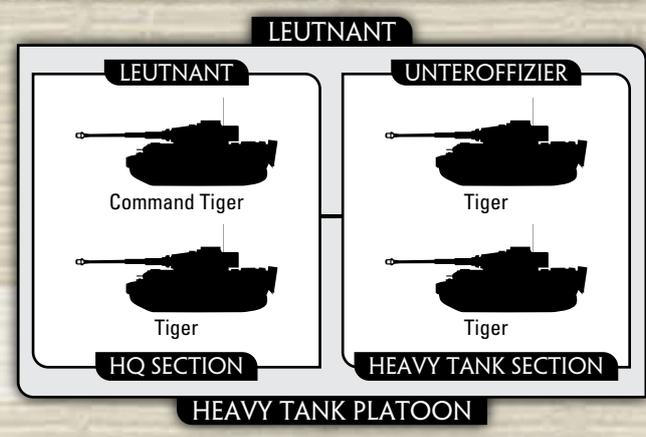
PANZER PLATOON

PLATOON	
5 Panzer IV H	450 points
4 Panzer IV H	360 points
3 Panzer IV H	270 points
5 StuG G or StuG IV	475 points
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
5 Panther D, A, or G	940 points
4 Panther D, A, or G	750 points
3 Panther D, A, or G	560 points



HEAVY TANK PLATOON

PLATOON	
4 Königstiger (Henschel)	1380 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points
4 Königstiger (Porsche)	1360 points
3 Königstiger (Porsche)	1020 points
2 Königstiger (Porsche)	680 points
1 Königstiger (Porsche)	340 points
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.

RADIO-CONTROL TANK PLATOON

PLATOON

HQ Section with:

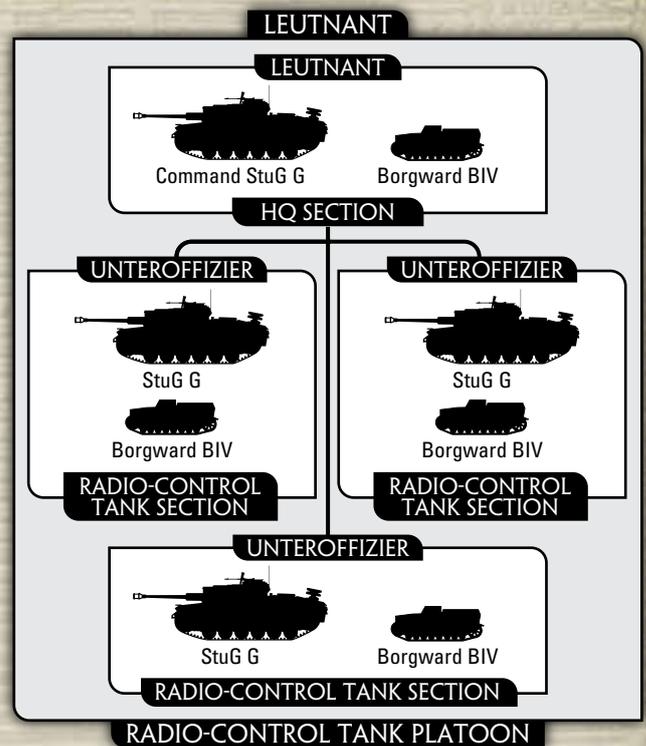
3 Radio-control Tank Sections	460 points
2 Radio-control Tank Sections	345 points
1 Radio-control Tank Section	230 points

OPTION

- Replace all StuG G assault guns with Tiger I E tanks for +120 points per tank.

No gun in existence can deliver half a ton of explosives with the unerring accuracy of a Borgward BIV demolition carrier.

Radio-control Tank Platoons equipped with Tiger tanks do not have Tiger Ace skills.



ASSAULT GUN PLATOON

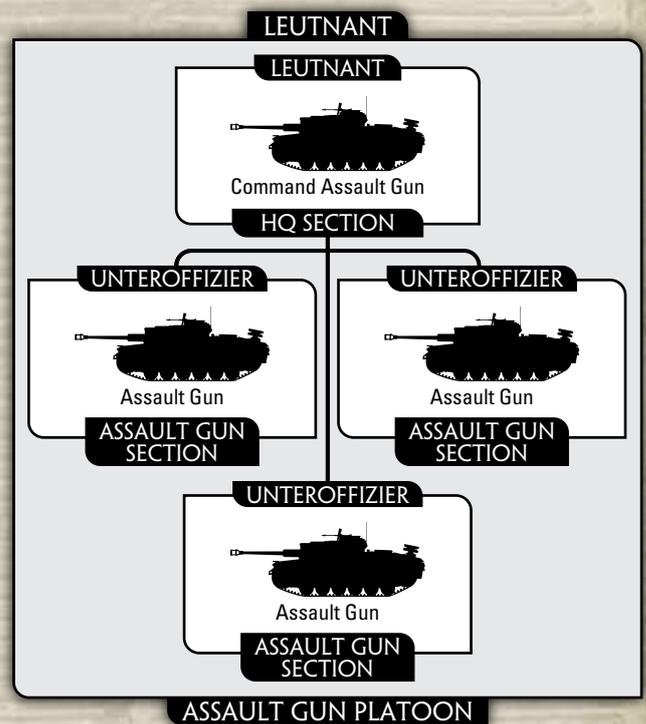
PLATOON

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

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

4 Brummbär	280 points
3 Brummbär	210 points
2 Brummbär	140 points

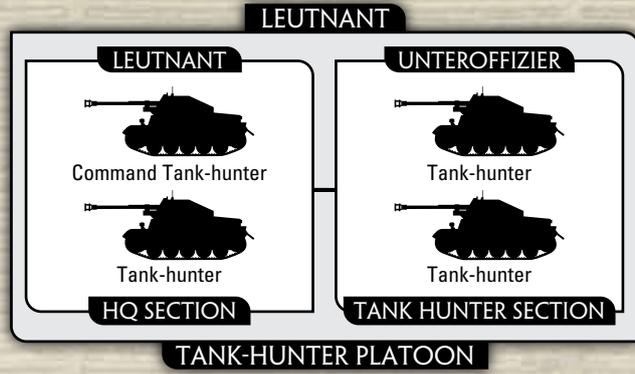
As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



TANK HUNTER PLATOON

PLATOON

4 Marder II	260 points
3 Marder II	195 points
2 Marder II	130 points
4 Marder III H	260 points
3 Marder III H	195 points
2 Marder III H	130 points
4 Marder III M	255 points
3 Marder III M	190 points
2 Marder III M	125 points
4 Jagdpanzer IV	380 points
3 Jagdpanzer IV	285 points
2 Jagdpanzer IV	190 points
4 Hornisse	465 points
3 Hornisse	350 points
2 Hornisse	235 points
4 Jagdpanther	940 points
3 Jagdpanther	705 points
2 Jagdpanther	470 points
4 Elefant	1200 points
3 Elefant	900 points
2 Elefant	600 points



The life of a tank-hunter is one of fire and movement if he is to survive in the world of heavy and fast tanks. Being able to get off the first shot, on target, becomes your main concern.

Self-propelled anti-tank guns are an inexpensive way to get high calibre guns into the front lines. More mobile than normal anti-tank platoons, the tank-hunters can outmanoeuvre or ambush the enemy to bring devastating fire upon advancing enemy armoured formations.

The heavier tank-hunters mount the overlong 8.8cm PaK43, a weapon more than capable of knocking out any heavy tank at any distance.

Though tank-hunters can contribute immensely to your defence, to keep them in the field, be wary of their two biggest handicaps. Lighter tank-hunters have thin armour so they must avoid direct confrontation with armoured tanks. Heavy tank-hunters have the armour to stand toe to toe with tanks but lack the protection to ward off assaulting infantry.

ANTI-TANK GUN PLATOON

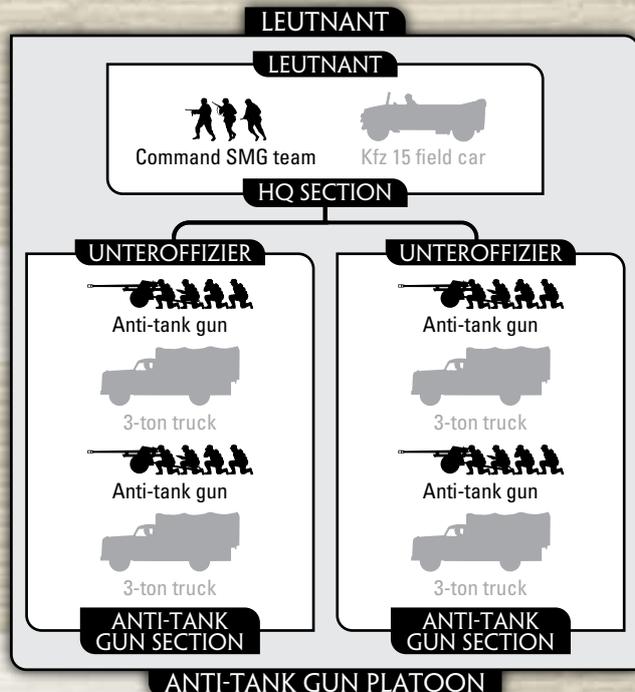
PLATOON

HQ Section with:

4 7.5cm PaK40	205 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points
4 7.62cm PaK36(r)	165 points
3 7.62cm PaK36(r)	125 points
2 7.62cm PaK36(r)	85 points
4 8.8cm PaK43/41	405 points
3 8.8cm PaK43/41	305 points
2 8.8cm PaK43/41	205 points
4 8.8cm PaK43	420 points
3 8.8cm PaK43	315 points
2 8.8cm PaK43	210 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all 3-ton trucks with RSO tractors at no cost or Sd Kfz 7 or 11 half-tracks for +5 points for the platoon.



When emplaced in a position where they are protected by infantry, the large guns of an anti-tank platoon become an instant strongpoint around which to orchestrate your battle plan.

GEPAENZERTE PANZERGRENADIER PLATOON

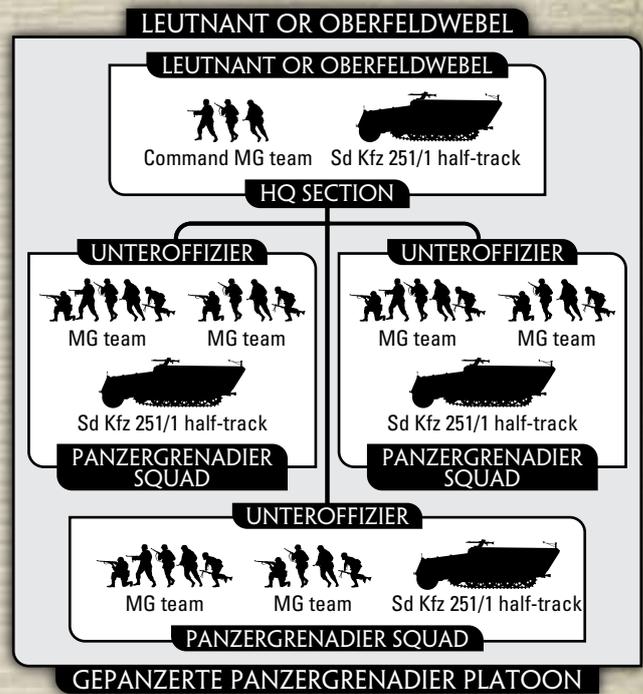
PLATOON

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.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/10 (3.7cm) half-track at no cost.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.



PANZERGRENADIER PLATOON

PLATOON

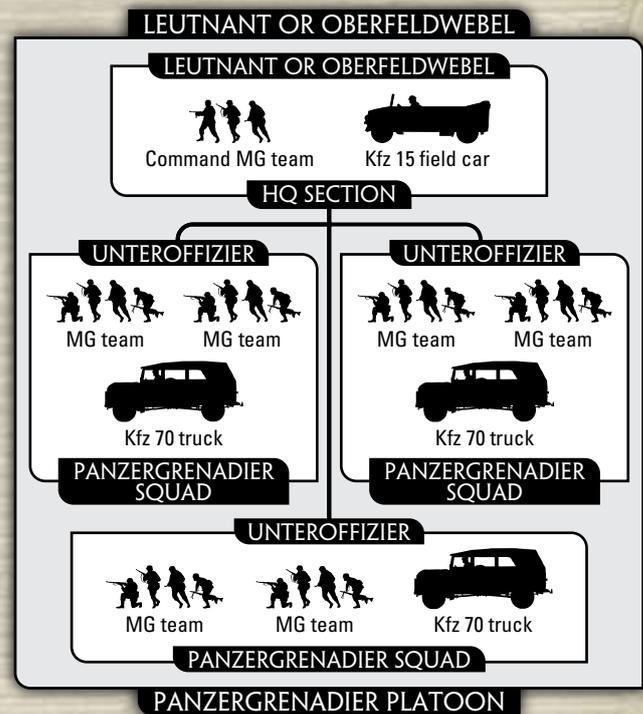
HQ Section with
 3 Panzergrenadier Squads 185 points
 2 Panzergrenadier Squads 135 points

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.



GEPANZERTE PANZERPIONIER PLATOON

PLATOON

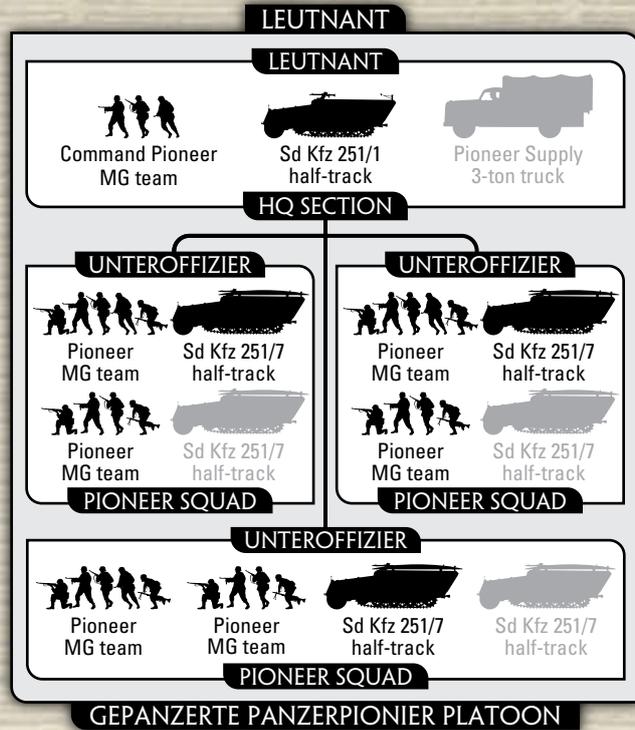
HQ Section with:

3 Pioneer Squads	265 points
2 Pioneer Squads	190 points

OPTIONS

- Replace the Command Pioneer 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 MG team with a Goliath demolition carrier in addition to its normal weapons for +30 points
- Add an additional Sd Kfz 251/7 half-track to each squad for +10 points per half-track.
- Replace any or all Sd Kfz 251/7 half-tracks with Sd Kfz 251/1 (Stuka) for +35 points per half-track
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

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.



Gepanzerte Panzerpionier Platoons may use the Mounted Assault special rule.

MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section with:

4 10.5cm leFH18	210 points
2 10.5cm leFH18	115 points

4 15cm sFH18	310 points
2 15cm sFH18	160 points

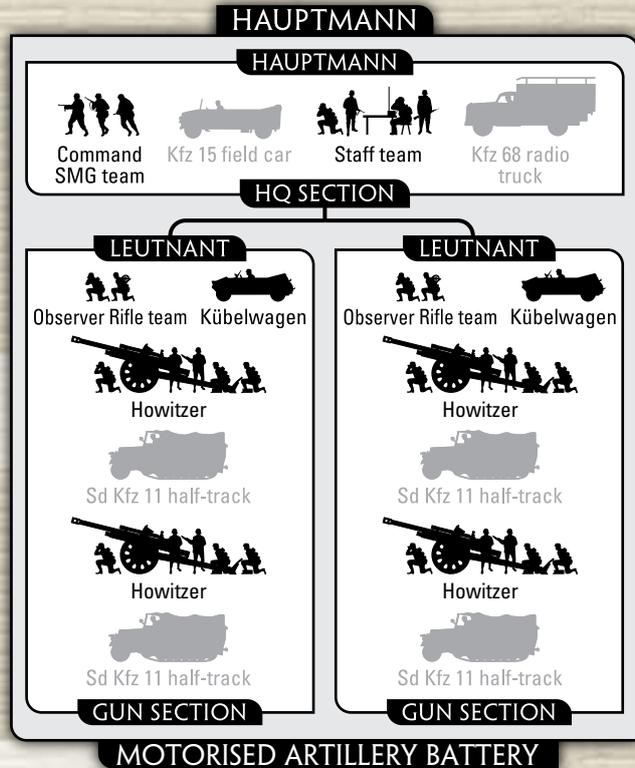
OPTIONS

- Add Kfz 15 field car, Kfz 68 radio truck and Sd Kfz 11 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.

The mainstay of artillery support for German infantry in the field, motorised 10.5cm leFH18 howitzers provide the offensive and defensive fire support needed to accomplish any required mission.

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.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.



Observer Panzer II OP tanks cannot launch assaults.

ARMoured ARTILLERY BATTERY

PLATOON

HQ Section with:

6 Wespe	435 points
4 Wespe	315 points
3 Wespe	235 points
2 Wespe	170 points

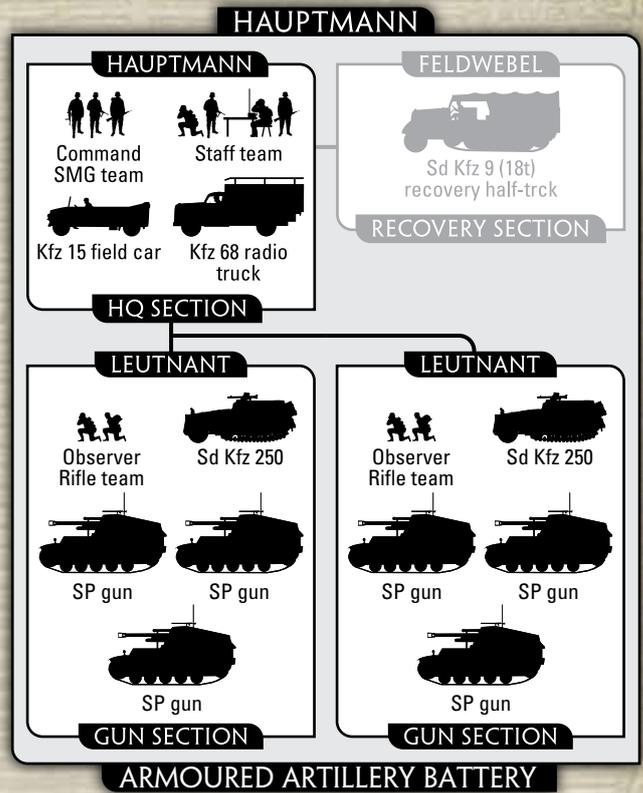
6 Hummel	560 points
4 Hummel	405 points
3 Hummel	300 points
2 Hummel	210 points

OPTIONS

- Replace any or all Observer Rifle teams and their Sd Kfz 250 with Observer Panzer III OP tanks for +5 points per tank.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

Armoured artillery batteries move quickly cross-country and are ready to fire at a moment's notice.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.



Observer Panzer III OP tanks cannot launch assaults.

ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 15cm NW41	200 points
4 15cm NW41	145 points
3 15cm NW41	105 points
2 15cm NW41	75 points

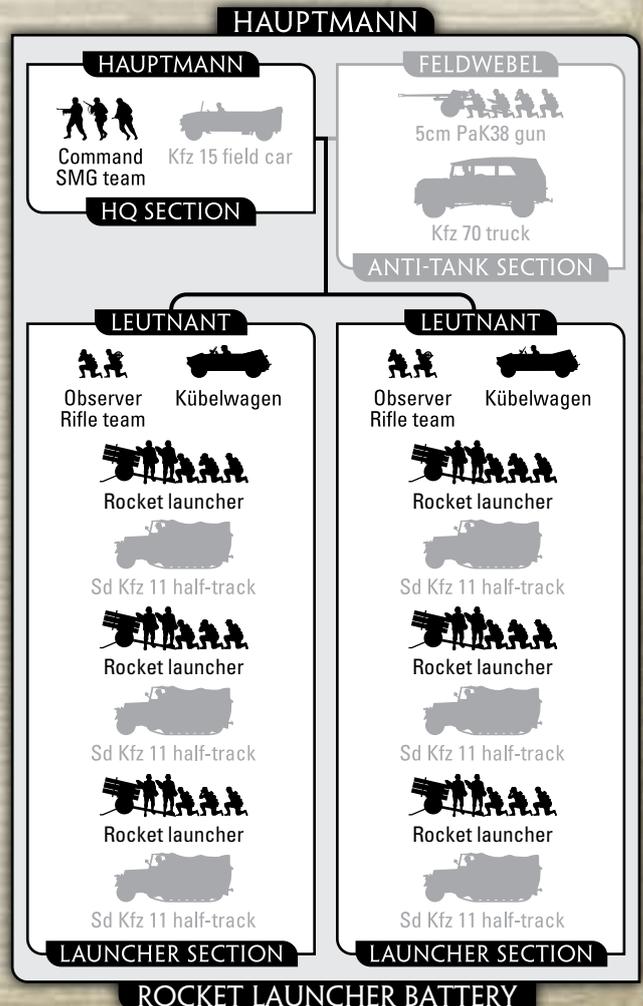
6 21cm NW42	240 points
4 21cm NW42	175 points
3 21cm NW42	125 points
2 21cm NW42	90 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the battery.
- 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 or NW42 rocket launcher batteries deliver crushing firepower at a moment's notice.

You must purchase all of the rocket launchers from one Launcher Section before adding any extra teams from the second Launcher Section.



ARMoured ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

8 Panzerwerfer 42	365 points
6 Panzerwerfer 42	305 points
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!

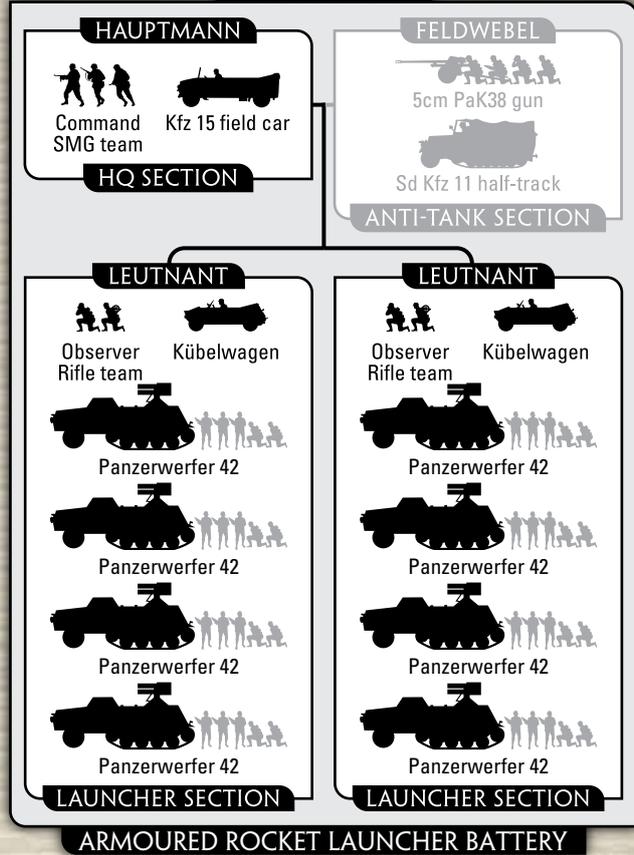
See Bigger and Smaller Batteries on page 131 and Rocket Launchers on page 138 of the rulebook.

ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points
3 Armoured Sd Kfz 10/5 (2cm)	120 points
2 Armoured Sd Kfz 10/5 (2cm)	80 points
3 Sd Kfz 7/1 (Quad 2cm)	120 points
2 Sd Kfz 7/1 (Quad 2cm)	80 points
3 Armoured Sd Kfz 7/1 (Quad 2cm)	150 points
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points
3 Sd Kfz 7/2 (3.7cm)	140 points
2 Sd Kfz 7/2 (3.7cm)	95 points
3 Armoured Sd Kfz 7/2 (3.7cm)	165 points
2 Armoured Sd Kfz 7/2 (3.7cm)	110 points

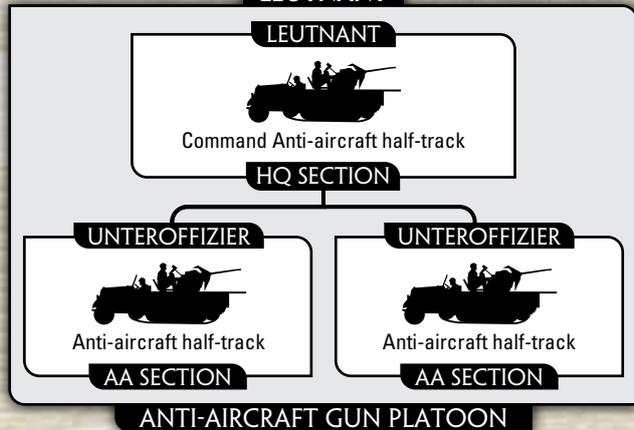
HAUPTMANN



You must purchase all of the Panzerwerfer 42 from one Launcher Section before adding any extra teams from the second Launcher Section.

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

LEUTNANT



HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

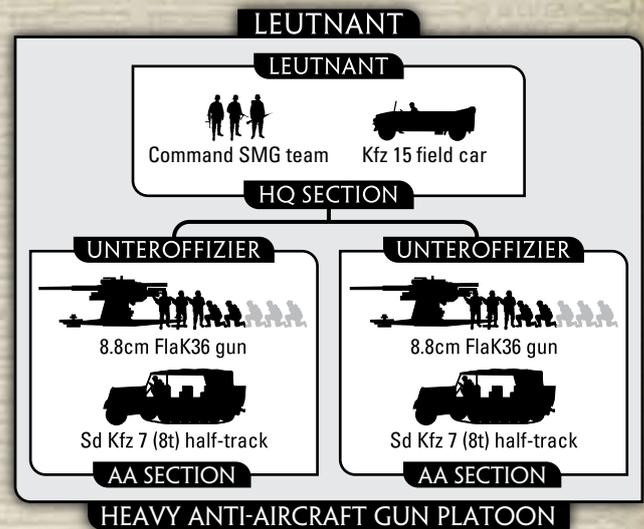
HQ Section with:

- 2 Anti-aircraft Sections 165 points
- 1 Anti-aircraft Section 85 points

OPTION

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

The Allies have learned to respect this weapon and will often go out of their way to avoid it. When well positioned these weapons can halt an attack as it starts.



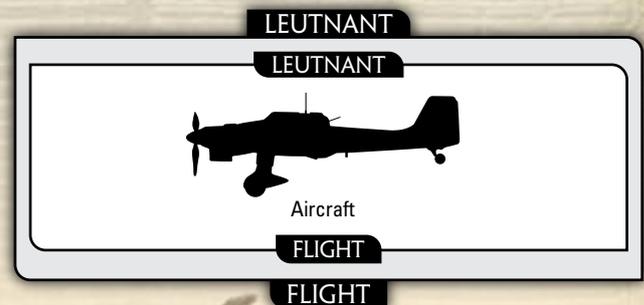
AIR SUPPORT

LIMITED AIR SUPPORT

- Ju 87D Stuka 135 points
- Ju 87G Stuka 135 points
- Hs 129B 155 points

SPORADIC AIR SUPPORT

- Ju 87D Stuka 100 points
- Ju 87G Stuka 100 points
- Hs 129B 115 points



Arsenal

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TANKS					
Panzer IV H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther D, A, or G <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 <i>2</i>	5 <i>14</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Wide tracks.
Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 <i>2</i>	8 <i>13</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Wide tracks. <i>Slow traverse.</i>
Königstiger (Porsche) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	14 <i>2</i>	8 <i>16</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Overloaded, Unreliable. <i>Slow traverse.</i>
Königstiger (Henschel) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	15 <i>2</i>	8 <i>16</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Overloaded. <i>Slow traverse.</i>
ASSAULT GUNS					
StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>10</i>	1 <i>2+</i>	Hull MG, Protected ammo, Schürzen. <i>Breakthrough gun, Hull mounted, Smoke.</i>
StuG IV <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
Brummbär <i>15cm StuH43 gun</i>	Slow Tank <i>16"/40cm</i>	9 <i>1</i>	5 <i>13</i>	1 <i>1+</i>	Hull MG, Overloaded, Schürzen. <i>Bunker buster, Hull mounted.</i>
TANK-HUNTERS					
Marder II <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	AA MG. <i>Hull mounted.</i>
Marder III H <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	Hull MG. <i>Hull mounted.</i>
Marder III M <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	0 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	AA MG. <i>Hull mounted.</i>
Jagdpanzer IV <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
Hornisse <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	1 <i>2</i>	1 <i>16</i>	0 <i>3+</i>	AA MG, Protected ammo. <i>Hull mounted.</i>
Jagdpanther <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	10 <i>2</i>	5 <i>16</i>	1 <i>3+</i>	Hull MG. <i>Hull mounted.</i>
Elefant <i>8.8cm PaK43 gun</i>	Slow Tank <i>40"/100cm</i>	15 <i>2</i>	8 <i>16</i>	2 <i>3+</i>	Hull MG, Overloaded, Unreliable. <i>Hull mounted.</i>
ARTILLERY (SP)					
Wespe <i>10.5cm leFH18M howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 <i>1</i> <i>-</i>	1 <i>10</i> <i>4</i>	0 <i>2+</i> <i>4+</i>	AA MG, Protected ammo. <i>Breakthrough gun, Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Hummel <i>15cm sFH18 howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 <i>1</i> <i>-</i>	1 <i>13</i> <i>5</i>	0 <i>1+</i> <i>2+</i>	AA MG, Protected ammo. <i>Bunker buster, Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Panzerwerfer 42 (Maultier) <i>15cm RW42 rocket launcher</i>	Half-tracked <i>64"/160cm</i>	0 <i>-</i>	0 <i>3</i>	0 <i>4+</i>	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 <i>3</i>	1 <i>5</i>	1 <i>5+</i>	Co-ax MG, Protected ammo.
Panzer III OP	Standard Tank	5	3	1	Hull MG.
VEHICLE MACHINE-GUNS					
Vehicle MG	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>

Name <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

INFANTRY GUNS (SP)

Sd Kfz 250/7 (8cm) <i>8cm GW34 mortar</i>	Half-tracked <i>24"/160cm</i> <i>40"/100cm</i>	1 2 -	0 2 2	0 3+ 6	AA MG. <i>Smoke, Minimum range 8"/20cm</i> <i>Hull mounted, Portee, Smoke bombardment.</i>
Sd Kfz 250/8 (7.5cm) <i>7.5cm KwK37 gun</i>	Half-tracked <i>24"/160cm</i>	1 2	0 9	0 3+	AA MG. <i>Hull mounted.</i>
Sd Kfz 251/9 (7.5cm) <i>7.5cm KwK37 gun</i>	Half-tracked <i>24"/160cm</i>	1 2	0 9	0 3+	AA MG. <i>Hull mounted.</i>

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Anti-aircraft, Gun shield.</i>
Armoured Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	0 4	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+	<i>Anti-aircraft, Gun shield.</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 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/160cm</i>	- 4	- 6	- 4+	<i>Anti-aircraft, Gun shield.</i>
Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/160cm</i>	0 4	0 6	0 4+	<i>Anti-aircraft.</i>

ARMoured CARS AND RECONNAISSANCE

Sd Kfz 221 (2.8cm) <i>2.8cm sPzB41 anti-tank rifle</i>	Wheeled <i>16"/40cm</i>	0 2	0 7	0 5+	Recce. <i>Hull mounted, No HE.</i>
Sd Kfz 222 (2cm) <i>2cm KwK38 gun</i>	Wheeled <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG, Recce.
Sd Kfz 231 (8-rad) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	2 3	0 5	0 5+	Co-ax MG, Recce.
Sd Kfz 234/1 (2cm) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	3 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Sd Kfz 234/2 Puma <i>5cm KwK39 gun</i>	Jeep <i>24"/160cm</i>	3 2	0 9	0 4+	Co-ax MG, Recce.
Sd Kfz 250 (Recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 250/9 (2cm) <i>2cm KwK38 gun</i>	Half-tracked <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Panzer II L Luchs <i>2cm KwK38 gun</i>	Light Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Recce.
Motorcycle MG team <i>MG-42</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle Reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle MG42 HMG <i>MG-42</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle Reconnaissance, Dismount as MG42 HMG. <i>Hull mounted, Vehicle MG.</i>
Motorcycle SMG team <i>SMG</i> <i>firing Panzerfaust</i>	Jeep <i>4"/10cm</i> <i>4"/10cm</i>	- 3 1	- 1 12	- 6 5+	Motorcycle Reconnaissance, Dismount as SMG team. <i>Hull mounted, Vehicle MG.</i> <i>Awkward layout.</i>
Motorcycle Panzerschreck team <i>Panzerschreck</i>	Jeep <i>8"/20cm</i>	- 2	- 11	- 5+	Motorcycle Reconnaissance, Dismount as Panzerschreck team. <i>Awkward layout.</i>
Schwimmwagen MG team <i>MG-42</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Amphibious, Motorcycle Reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Schwimmwagen MG42 HMG team <i>MG-42</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Amphibious, Motorcycle Reconnaissance, Dismount as MG42 HMG. <i>Hull mounted, Vehicle MG.</i>
Schwimmwagen SMG team <i>SMG</i> <i>firing Panzerfaust</i>	Jeep <i>4"/10cm</i> <i>4"/10cm</i>	- 3 1	- 1 12	- 6 5+	Amphibious, Motorcycle Reconnaissance, Dismount as SMG team. <i>Hull mounted, Vehicle MG.</i> <i>Awkward layout.</i>
Schwimmwagen Panzerschreck team <i>Panzerschreck</i>	Jeep <i>8"/20cm</i>	- 2	- 11	- 5+	Amphibious, Motorcycle Reconnaissance, Dismount as Panzerschreck team. <i>Awkward layout.</i>



Name <i>Weapon</i>	Mobility <i>Range</i>	Armour Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
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ARMoured CAR SUPPORT

Sd Kfz 233 (7.5cm) <i>7.5cm KwK37 gun</i>	Jeep <i>24"/60cm</i>	2 2	0 9	0 3+	Hull MG. <i>Hull mounted.</i>
Sd Kfz 234/3 (7.5cm) <i>7.5cm KwK37 gun</i>	Jeep <i>24"/60cm</i>	3 2	0 9	0 3+	Hull MG. <i>Hull mounted.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
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.

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+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
8.8cm RW43 (Püppchen)	Man-packed	16"/40cm	1	11	5+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	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 NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

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.

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TRUCKS					
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Schwimmwagen	Jeep	-	-	-	Amphibious, Passenger-fired hull MG.
Horch Kfz 15 car	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	-	-	-	
RSO	Slow Tank	-	-	-	
Tractors					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 250/10 (3.7cm) <i>3.7cm PaK36</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted.</i>
Sd Kfz 250/11 (2.8cm) half-track <i>2.8cm sPzB41</i>	Half-tracked <i>16"/40cm</i>	1 2	0 7	0 5+	Passenger-fired AA MG. <i>Hull mounted, No HE.</i>
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/10 (3.7cm) half-track <i>3.7cm PaK36</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/1 (Stuka) half-track <i>28cm sW40 Rocket Launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Passenger-fired AA MG. <i>Hull mounted, Stuka zu Fuss.</i>



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