

# FALLSCHIRMPIONIER

## OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR A  
GERMAN FALLSCHIRMPIONIERKOMPANIE  
JANUARY TO AUGUST 1944



UPDATED ON  
9 JAN 2013



# Fallschirmjägerkompanie

PARACHUTE ENGINEER COMPANY  
(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Fallschirmjägerkompanie HQ

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

COMBAT PLATOONS

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



Fallschirmjäger Platoon

## ALLIED PLATOONS



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

DIVISION SUPPORT PLATOONS

## ARMOUR



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

## ARMOUR



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

## INFANTRY



Fallschirmjäger Platoon

## INFANTRY



- Panzergrenadier Platoon
- Grenadier Platoon

## ARTILLERY



- Fallschirmjäger Artillery Battery
- Fallschirmjäger Heavy Mortar Platoon
- Artillery Battery
- Motorised Artillery Battery

## ARTILLERY



- Rocket Launcher Battery
- Armoured Rocket Launcher Battery

## ANTI-AIRCRAFT



- Fallschirmjäger Anti-aircraft Gun Platoon
- Anti-aircraft Gun Platoon

## ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

## AIRCRAFT



Air Support

### MOTIVATION AND SKILL

All Fallschirmjäger are volunteers and from them the Fallschirmpionier are hand picked. They are put through rigorous selection examinations and specialised training before they win their wings. A Fallschirmpionierkompanie is rated as **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

## HEADQUARTERS

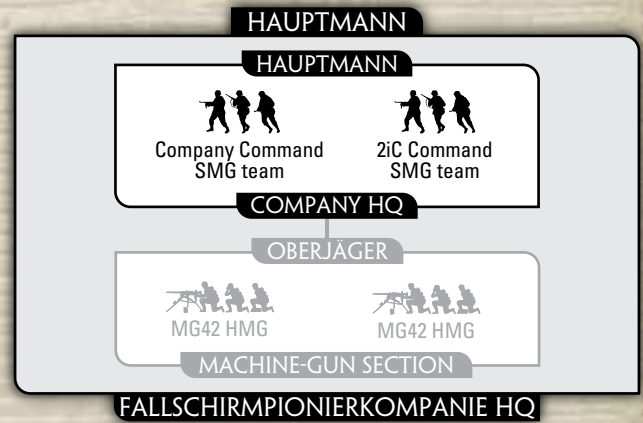
### FALLSCHIRMPIONIERKOMPANIE HQ

#### HEADQUARTERS

Company HQ 55 points

#### OPTIONS

- Replace Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add a Machine-gun Section of up to two MG42 HMG for +35 points per team.
- Add up to three Sniper teams for +50 points per team.



The *Fallschirmjäger* are Germany's elite paratroops and the *Fallschirmpionier* troops are their specialist combat engineering branch. They fall under the operational control of the army, but are part of the *Luftwaffe* or air force. As such they wear air force uniforms and rank insignia, and of course, consider themselves far better than the army!

While most of the *Fallschirmpionier* are trained for glider assault operations, they have not conducted large-scale glider operations in three years. Instead they fight as elite combat engineering infantry wherever the army or the *Fallschirmjäger* need assistance.

## COMBAT PLATOONS

### FALLSCHIRMPIONIER PLATOON

#### PLATOON

HQ Section with:

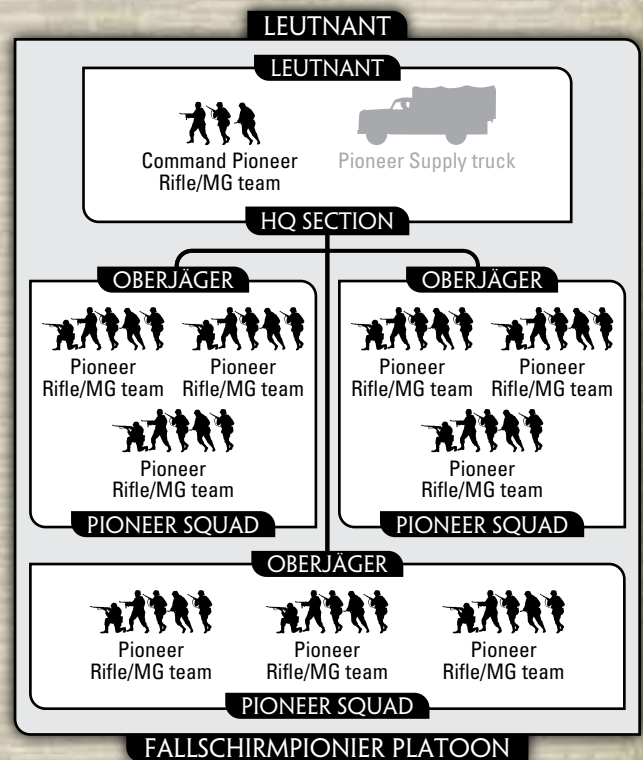
3 Pioneer Squads	345 points
2 Pioneer Squads	240 points
1 Pioneer Squad	135 points

#### OPTION

- Add a Pioneer Supply truck for +25 points.

*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.*

The *Fallschirmpionier* have a history as long and illustrious as the *Fallschirmjäger*. Their role is both field engineering, laying and clearing minefields and other defences, and leading attacks as assault engineers.



# FALLSCHIRMPIONIERKOMPANIE SUPPORT PLATOONS

## FALLSCHIRMJÄGER TANK-HUNTER PLATOON

### PLATOON

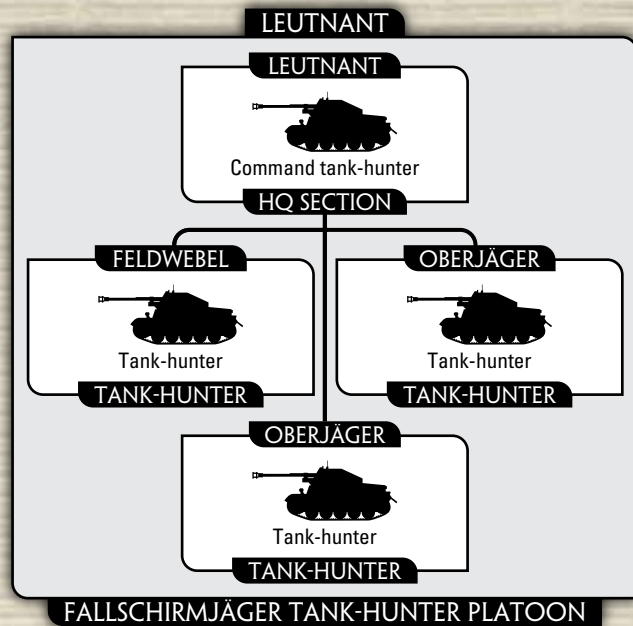
4 Marder II	295 points
3 Marder II	220 points
2 Marder II	145 points

4 StuG G	435 points
3 StuG G	325 points
2 StuG G	215 points

### OPTION

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

The *Fallschirmjäger* in Italy were well-supported with anti-tank assets having a full anti-tank battalion equipped with Marder tanks in the division. In Normandy, the *Fallschirmjäger* were not so well equipped, but the StuG assault guns of *II Fallschirmkorps* filled the gap.



## FALLSCHIRMJÄGER ANTI-TANK GUN PLATOON

### PLATOON

#### HQ Section with:

4 3.7cm PaK36	115 points
3 3.7cm PaK36	90 points
2 3.7cm PaK36	65 points

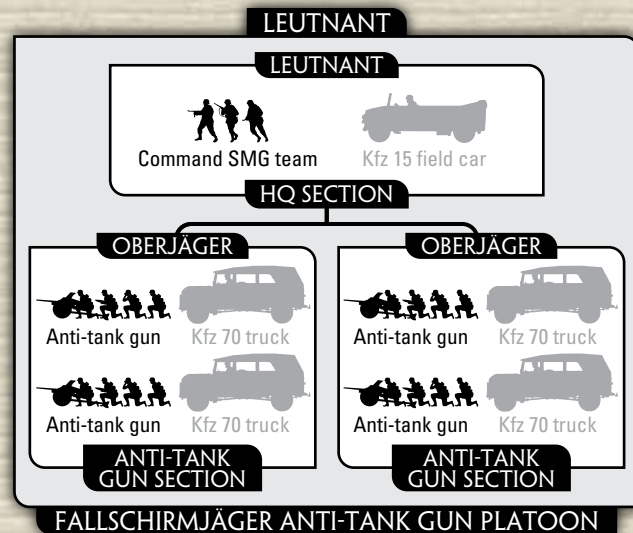
- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

4 5cm PaK38	140 points
3 5cm PaK38	100 points
2 5cm PaK38	75 points

4 7.5cm PaK40	240 points
3 7.5cm PaK40	180 points
2 7.5cm PaK40	120 points

### OPTION

- Add Kfz 15 field car and either Kfz 70 trucks in platoons equipped with 3.7cm PaK36 or 5cm PaK38, or 3-ton trucks in platoons equipped with 7.5cm PaK40 guns for +5 points for the platoon.



Beefing up your anti-tank support with larger anti-tank weapons provides an additional punch to your defence. While *Fallschirmjäger* had few tank-hunters, they could always rely on their regimental and divisional anti-tank gun platoons to support them in a pinch.

## FALLSCHIRMJÄGER PLATOON

### PLATOON

HQ Section with:

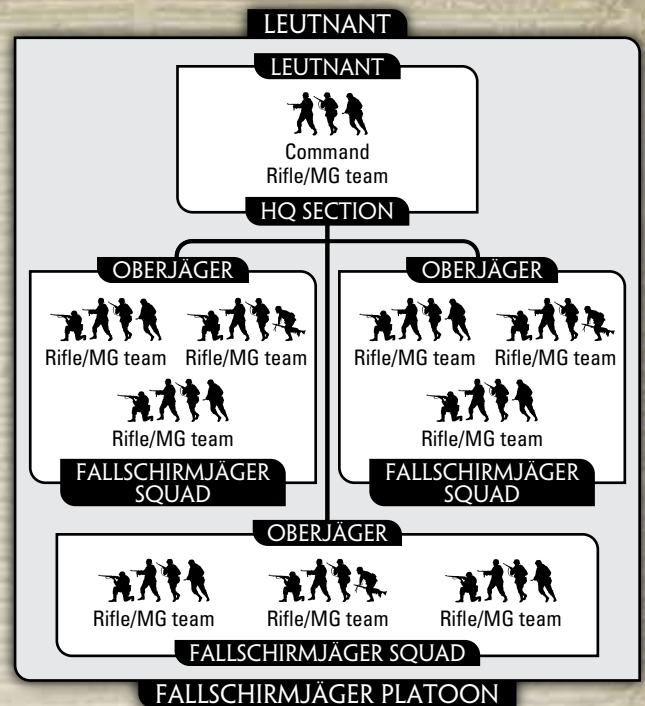
- 3 Fallschirmjäger Squads 265 points
- 2 Fallschirmjäger Squads 185 points

### OPTION

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

The *Fallschirmjäger* platoon provides the manpower to hold off the staunchest assaults. These platoons were made larger than normal rifle platoons to allow for expected parachuting casualties on landing. This added manpower gives them greater resilience in prolonged ground operations, helping them retain their reputation for holding at all costs.

The *esprit de corps* of the *Fallschirmjäger* together with their extra team per squad make them the toughest and most feared German light infantry, capable of truly heroic operations.



## FALLSCHIRMJÄGER ARTILLERY BATTERY

### PLATOON

HQ Section with:

- 4 7.5cm GebG36 175 points
- 2 7.5cm GebG36 95 points
- 4 10.5cm LG40 245 points
- 2 10.5cm LG40 130 points
- 4 10.5cm leFH18 230 points
- 2 10.5cm leFH18 120 points

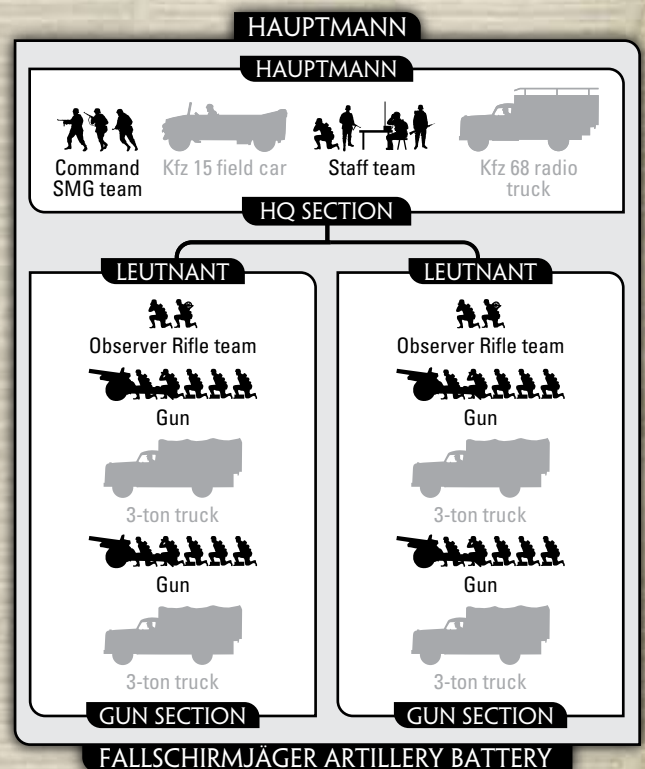
### OPTION

- Add Kfz 15 field car, Kfz 68 radio truck and 3-ton trucks for +5 points for the battery.

The flexibility of the Parachute light artillery battery is showcased with the ability to use two different types of artillery pieces. They have both a conventional 7.5cm mountain gun and the newly-developed 10.5cm recoilless gun. Both offer solid artillery support without the hindrance of immobile guns. Before each operation the *Fallschirmjäger* commander may select the most appropriate weapon for the current mission.

With the end of airborne operations, many *Fallschirmjäger* units replaced their light 7.5cm guns with heavier 10.5cm leFH18 howitzers. This increased their range and effectiveness in providing artillery support for their light infantry. Many units still retained their light 10.5cm recoilless guns for any airborne operations that might eventuate.

Artillery support can be critical in defending important positions. Providing smoke and targeting enemy troops at the proper moment can render their attacks useless and provide the cover needed to unleash a devastating counterattack with anti-tank and infantry assets.



You may replace all 10.5cm LG40 recoilless guns with 10.5cm leFH18 howitzers at the start of any game before deployment.

## FALLSCHIRMJÄGER HEAVY MORTAR PLATOON

### PLATOON

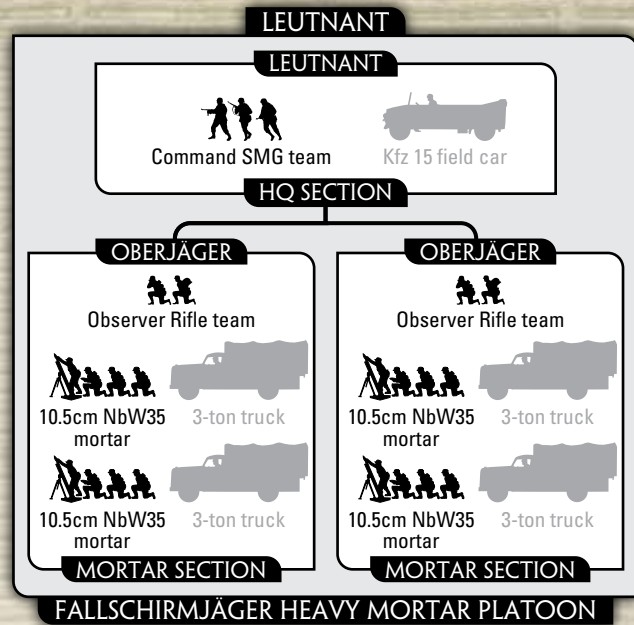
HQ Section with:

- 4 10.5cm NbW35 165 points
- 2 10.5cm NbW35 85 points

### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace 10.5cm NbW35 mortars with 12cm sGW43 mortars for +10 points per Mortar Section.

The Fallschirmjäger recognised the need for heavier fire support early, however the only weapons they were able to secure were old 10.5cm NbW35 *Nebelwerfer* chemical mortars that had been made redundant by the new rocket launchers issued to the chemical troops.



## FALLSCHIRMJÄGER ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:

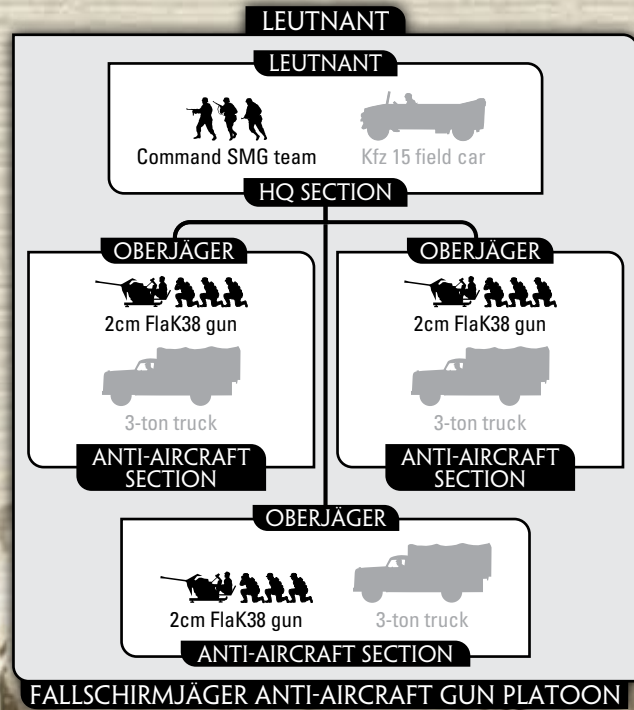
- 3 Anti-aircraft Sections 80 points

### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Mount 2cm FlaK38 guns on 3-ton trucks as Portees at no cost.

As part of the *Luftwaffe*, the *Fallschirmjäger* have always been aware of the need for protection from enemy air attack. The lightweight 2cm FlaK38 gun is easy to move and hide while its good rate of fire provides adequate protection without the need for heavy anti-aircraft support.

This platoon can also provide additional fire support against attacking infantry tipping the scales in favour of the defender.



# Heer Support

## MOTIVATION AND SKILL

As well as troops from their own divisions, the Fallschirmjäger troops were also supported by the German Heer (Army) troops. Heer Support Platoons are rated as **Confident Veteran**.

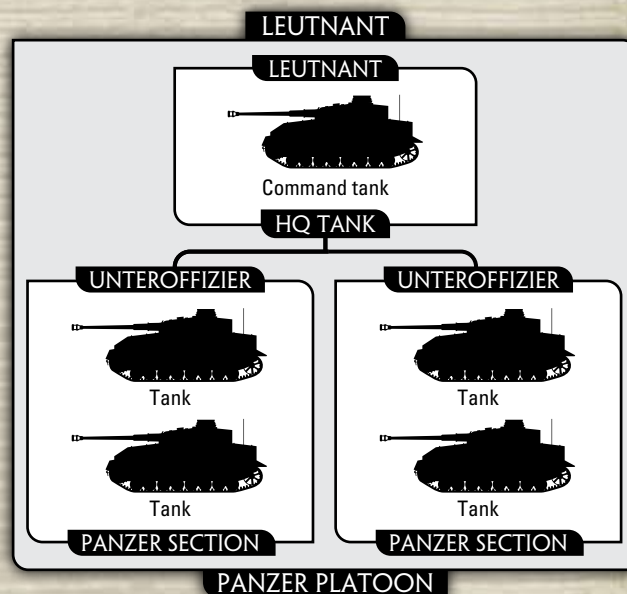
	<b>MOTIVATION</b> CONFIDENT	<b>SKILL</b> VETERAN
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## PANZER PLATOON

### 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

Panzer IV tanks and StuG assault guns were often called on to support *Infanteriedivision* troops in the anti-tank role while the Panther tanks were held back with the *Panzerdivision* troops ready to counterattack.

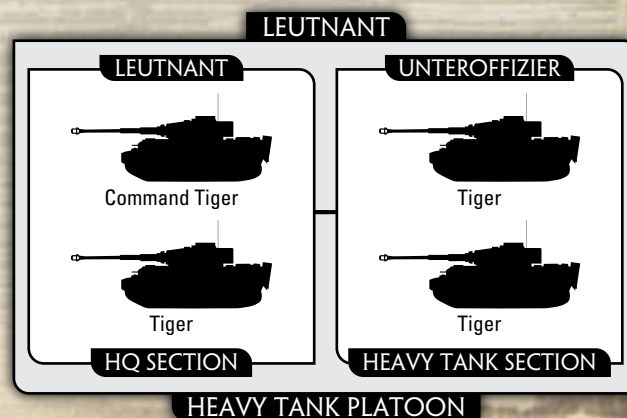


## HEAVY TANK PLATOON

### 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.



## 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

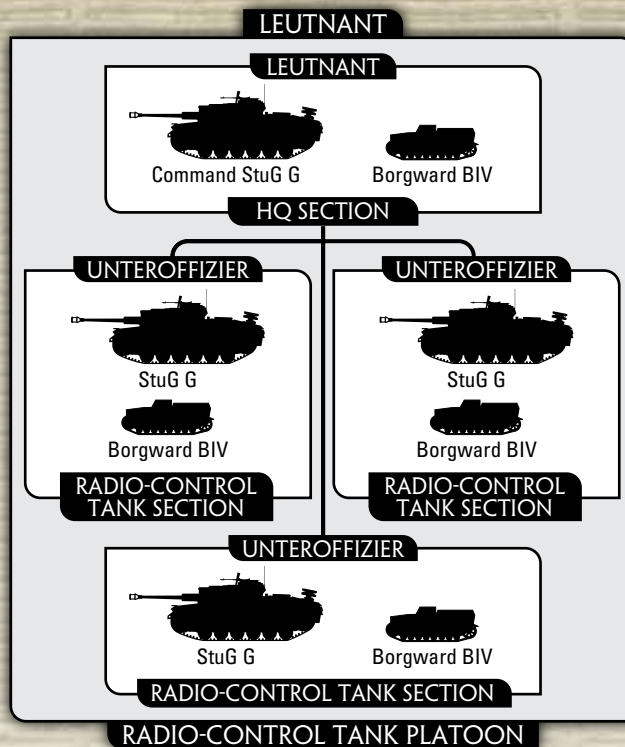


### OPTION

- 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

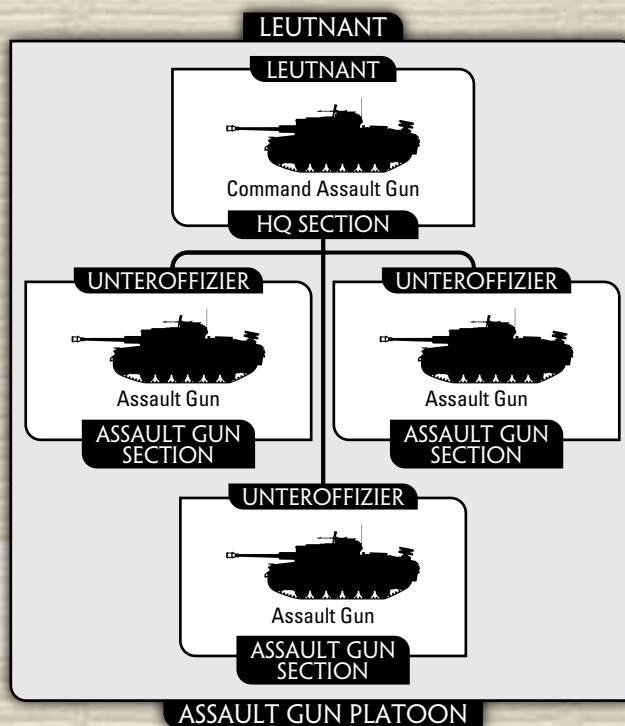
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
2 StuG G or StuG IV	190 points



- 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

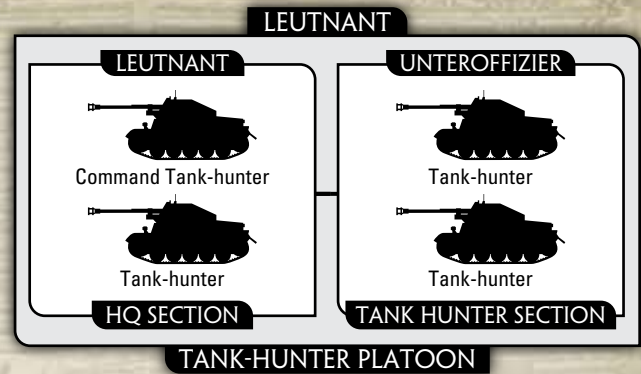
As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



## 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 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.

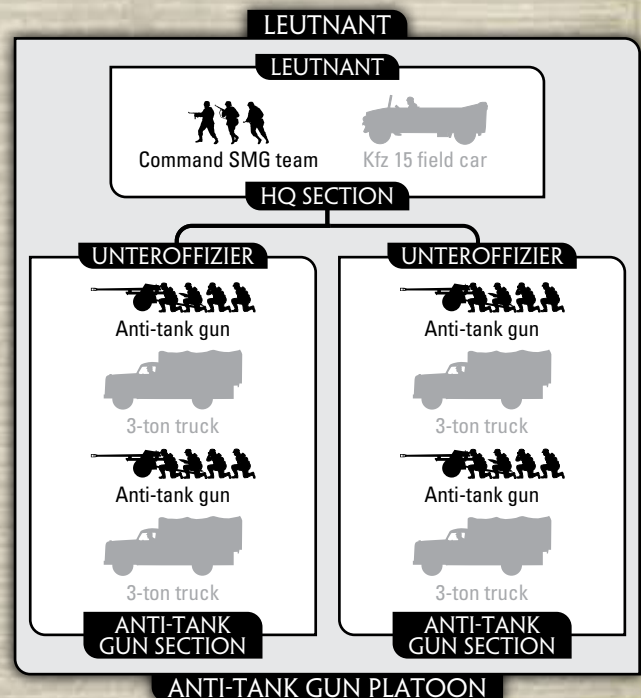
## ANTI-TANK GUN PLATOON

## 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.

## PANZERGRENADIER PLATOON

### PLATOON

HQ Section with

- 3 Panzergrenadier Squads
- 2 Panzergrenadier Squads



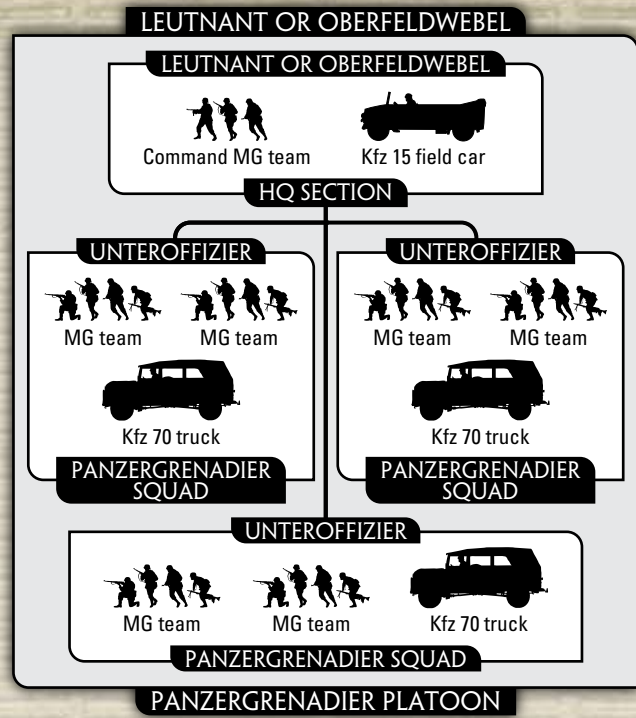
185 points  
135 points

### 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.



## GRENADIER PLATOON

### PLATOON

HQ Section with:

- 3 Grenadier Squads
- 2 Grenadier Squads



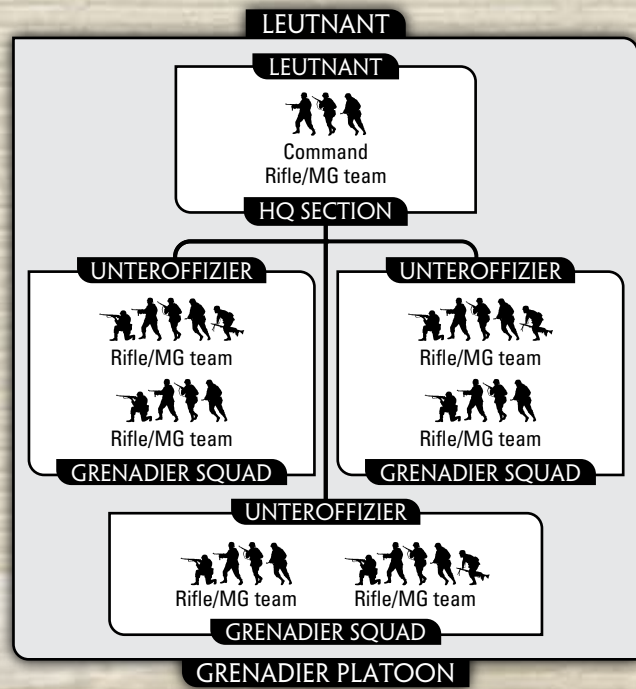
155 points  
110 points

### OPTION

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

The Grenadiers of an *Infanteriedivision* work alongside their Pioneers providing extra firepower and mopping up after the pioneers have taken out the main enemy defensive positions.

The Grenadiers are often called forward to defend the entrenched positions recently stormed and cleared by the Pioneers. With their extra MG-42 machine-guns the Grenadiers are better equipped to hold a position against enemy counterattacks.



## ARTILLERY BATTERY

### PLATOON

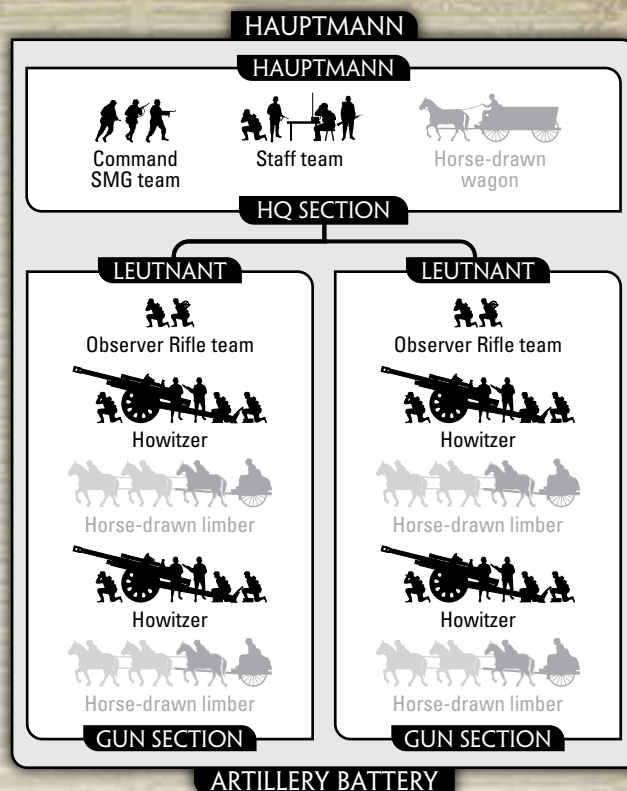
HQ Section with:		
4 10.5cm leFH18		210 points
2 10.5cm leFH18		115 points
4 15cm sFH18		310 points
2 15cm sFH18		160 points

### OPTIONS

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

The 10.5cm leFH18 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.


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



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

## 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

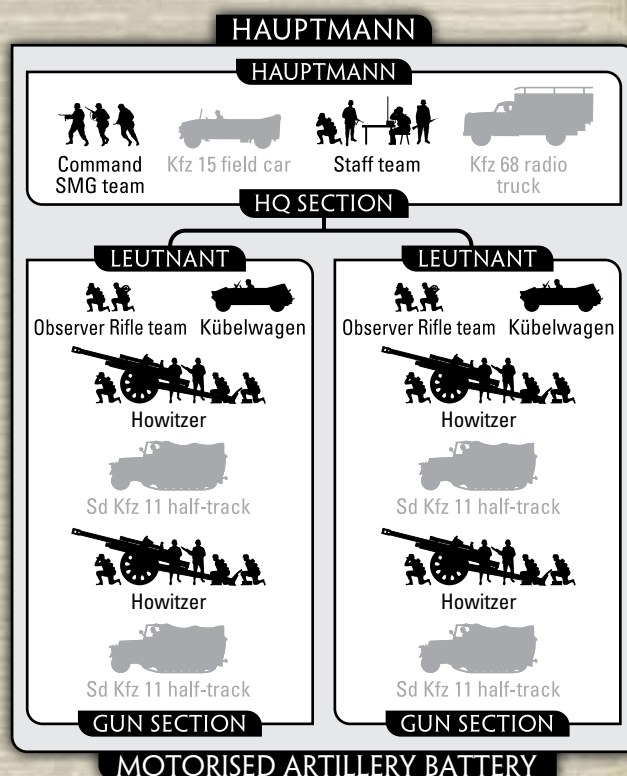
### OPTIONS

- 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.*

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

# 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





















HQ Section with:		
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.*

<b>HAUPTMANN</b>		<b>HAUPTMANN</b>		<b>FELDWEBEL</b>	
					
<b>HQ SECTION</b>		<b>ANTI-TANK SECTION</b>			
<b>LEUTNANT</b>		<b>LEUTNANT</b>		<b>LEUTNANT</b>	
					
Observer Rifle team	Kübelwagen	Observer Rifle team	Kübelwagen		
					
Rocket launcher	Sd Kfz 11 half-track	Rocket launcher	Sd Kfz 11 half-track		
					
Rocket launcher	Sd Kfz 11 half-track	Rocket launcher	Sd Kfz 11 half-track		
					
Rocket launcher	Sd Kfz 11 half-track	Rocket launcher	Sd Kfz 11 half-track		
<b>LAUNCHER SECTION</b>		<b>LAUNCHER SECTION</b>			
<b>ROCKET LAUNCHER BATTERY</b>					



## 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.*

### 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

*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.*



## 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



## HEAVY ANTI-AIRCRAFT GUN PLATOON

### PLATOON

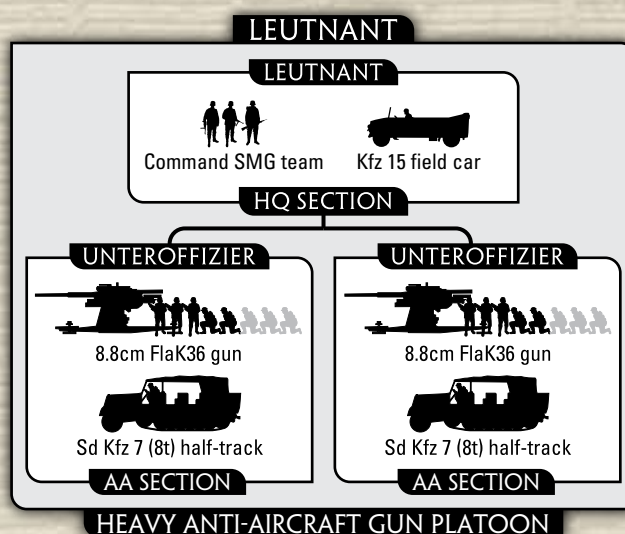
#### HQ Section with:

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.



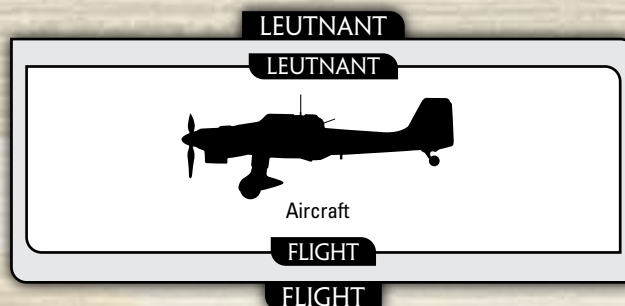
## AIR SUPPORT

### 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





## 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 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
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>

### 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>
StuG IV <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>
Brumbär <i>15cm StuH43 gun</i>	Slow Tank <i>16"/40cm</i>	9 1	5 13	1 1+	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 2	0 12	0 3+	AA MG. <i>Hull mounted.</i>
Marder III H <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 2	0 12	0 3+	Hull MG. <i>Hull mounted.</i>
Marder III M <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	0 2	0 12	0 3+	AA MG. <i>Hull mounted.</i>
Hornisse <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	1 2	1 16	0 3+	AA MG, Protected ammo. <i>Hull mounted.</i>
Jagdpanther <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	10 2	5 16	1 3+	Hull MG. <i>Hull mounted.</i>
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>

### 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>
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### VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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Name	Mobility	Armour Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	

## ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft, Gun shield.
Armoured Sd Kfz 10/5 (2cm)	Half-tracked	0	0	0	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	
2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircraft, Gun shield.
Armoured Sd Kfz 7/1 (Quad 2cm)	Half-tracked	0	0	0	
2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircraft.
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft, Gun shield.
Sd Kfz 7/2 (3.7cm)	Half-tracked	0	0	0	
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft.

## 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.
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless.
10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
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.
7.5cm GebG36 gun	Heavy	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	3	6	Smoke bombardment.
10.5cm LG40 recoilless gun	Light	16"/40cm	1	10	2+	Breakthrough gun, Gun shield, Recoilless, Smoke.
Firing bombardments		64"/160cm	-	4	4+	
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.

## 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.
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

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

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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## TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional 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	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

### TRACTORS

Sd Kfz 10, Sd Kfz 11, or Sd Kfz 7 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

### ARMoured PERSONNEL CARRIERS

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	Half-tracked	1	0	0	Passenger-fired AA MG.
3.7cm PaK36	16"/40cm	2	6	4+	Hull mounted.



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