

FÜHRER BRIGADES

OFFICIAL BRIEFING

THE FÜHRERBEGLEIT AND FÜHRERGRENADEIER BRIGADES
IN THE BATTLE OF THE BULGE



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FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

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FÜHRERBEGLEIT AND FÜHRERGRENADIER BRIGADES IN THE BATTLE OF THE BULGE

To protect him as he toured the Polish battlefield at the start of the Second World War, Adolf Hitler formed a special escort battalion recruited from *Grossdeutschland* (Greater Germany), the German Army's equivalent to the Queen's Guard at Buckingham Palace. As the war progressed this escort grew in strength until it reached a size of two brigades (essentially a full armoured division). Both brigades took part in Hitler's climactic attempt to reverse the tide of the war in the West, the Battle of the Bulge.



HITLER'S BODYGUARD

Hitler's Third Reich was riven with factions and empire building, so it is no surprise to learn that he had both an SS bodyguard, *Leibstandarte SS Adolf Hitler* (LSSAH), and army bodyguard, part of the *Grossdeutschland* regiment. When Germany attacked Poland at the start of the Second World War, Hitler (known as *Der Führer*, 'The Leader') sent LSSAH to the front and increased the strength of the *Führerbegleit* (Leader's Escort) Battalion so that it could escort him on a tour of the fighting in Poland.

FIGHTING IN THE EAST AND EXPANSION

In 1943, the *Führerbegleit* (Leader's Escort) Battalion was tripled in size, sending detachments to fight with *Grossdeutschland* (now a powerful elite Panzergrenadierdivision) on the Eastern Front, and forming the *Führergrenadier* (Leader's Grenadier) Battalion as an outer ring of security around his headquarters in East Prussia, the Wolf's Lair.

After the disaster of the Soviet Operation Bagration Offensive in June and July 1944, Hitler decided to expand the *Führergrenadier* Battalion into a four-battalion panzer brigade. This powerful unit was intended to foil an anticipated Soviet corps-strength airborne landing to capture Hitler in the Wolf's Lair, now only 100km (60 miles) from the front lines.

The anticipated parachute landings never took place, but by 20 October 1944, a renewed Soviet Offensive threatened to

cut off East Prussia, and capturing Goldap, just 8km (5 miles) from Hitler's headquarters. The *Führergrenadier* Brigade was sent in to retake Goldap, alongside *101. Panzerbrigade* (see the article in *Wargames Illustrated* 295 or on www.flamesofwar.com for more on this fascinating unit).

NEW BRIGADES

After stabilising the situation, the *Führergrenadier* Brigade was withdrawn from the front and combined with the *Führerbegleit* Battalion to form two new brigades. The *Führerbegleit* Brigade (FBB) took the experienced first battalion as its *Panzerfusilier* Battalion (mounted in armoured half-tracks) and the relatively new fifth battalion as its *Panzergrenadier* battalion (mounted in amphibious *Schwimmwagen* jeeps). These were combined with a veteran panzer battalion from *Grossdeutschland* that had just finished rebuilding, and two battalions of the *Führer Flak* Regiment (*Hermann Göring*) that protected the Wolf's Lair from air attack. It later added the 200th Assault Gun Brigade (reformed after its destruction in Normandy), 828th *Landsturm* battalion (men aged over 45 used to guard unoccupied parts of the Wolf's Lair), and an artillery battalion. The resulting brigade was stronger than many of the surviving panzer divisions, and drew many of its personnel from the elite *Grossdeutschland* division.

This left the *Führergrenadier* Brigade (FGB) with the relatively new third and fourth battalions as its *Panzerfusilier* and *Panzergrenadier* battalions, although it retained its own panzer battalion. Like FBB, they also received an assault-gun

FÜHRERBEGLEITBRIGADE

BRIGADE HQ

AUFKLÄRUNGS KOMPANIE



PANZERREGIMENT FBB

HQ



I PANZERABTEILUNG GD

1. KOMPANIE 2. KOMPANIE 3. KOMPANIE 4. KOMPANIE



200. STURMGESCHÜTZBRIGADE

5. BATTERIE



6. BATTERIE



7. BATTERIE



8. (ESCORT) BATTERIE



FLAKREGIMENT FBB

I FLAKABTEILUNG

1. BATTERIE 2. BATTERIE 3. BATTERIE 4. BATTERIE



II FLAKABTEILUNG

5. BATTERIE 6. BATTERIE 7. BATTERIE



ARTILLERIEBATAILLON FBB

1. BATTERIE 2. BATTERIE 3. BATTERIE 4. BATTERIE 5. BATTERIE



PANZERGRENADIERREGIMENT FBB

I PANZERFÜSILIERBATAILLON

1. KOMPANIE



2. KOMPANIE



3. KOMPANIE



4. SCHWERE KOMPANIE



5. FLAK KOMPANIE



6. PIONIER KOMPANIE



II PANZERGRENADIERBATAILLON

7. KOMPANIE



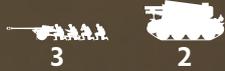
8. KOMPANIE



9. KOMPANIE



10. SCHWERE KOMPANIE



III (828) GRENADIERBATAILLON

11. KOMPANIE



12. KOMPANIE



13. KOMPANIE



14. SCHWERE KOMPANIE



KEY



Panther G



Panzer IV/70 (V)



Panzer IV/70 (A)



Panzer IV J



StuG G



StuH42



Möbelwagen



Wirbelwind



Sd Kfz 7/1
(Quad 2cm)



Sd Kfz 7/2
(3.7cm)



Sd Kfz 10/5
(2cm)



Sd Kfz 251/17
(2cm)



Hummel



Wespe



Grille K



Sd Kfz 251/21
(Triple 15mm)



Panzergrenadier
Platoon



Panzerpionier
Platoon



Aufklärungs
Platoon



sMG42 HMG



8cm GW34



12cm sGW43



2cm Flak38



8.8cm Flak36



7.5cm PaK40



10.5cm leFH18/40



15cm sFH18



Sd Kfz 231 (8 rad)



Sd Kfz 251/1



Sd Kfz 250



Sd Kfz 250/9
(2cm)



Sd Kfz 234/1
(2cm)



Sd Kfz 251/2
(8cm)



Sd Kfz 251/9
(7.5cm)



Sd Kfz 251/1
Stuka zu Fuss



Sd Kfz 251/16
(Flamm)



WITHDRAWAL FROM THE ARDENNES

The *Führerbegleit* Brigade was selected to act as the rearguard and fought a number of delaying actions until, finally on 23 December, orders came to go into reserve and reform as a full panzer division. It never reached its intended strength before it was thrown back into battle on the Eastern Front.

FÜHRERGRENADEIER BRIGADE AND THE BATTLE OF THE BULGE

The *Führergrenadier* Brigade took longer to form, and did not enter combat until after St. Vith had fallen. Its first mission was to assist the 5th Parachute Division holding the flank east of Bastogne. The brigade's *Panzerfusilier* battalion and, two companies of tanks and a company of assault guns arrived at Eschdorf and Heiderscheid, south of the Sûre River on 23 December, only to lose a company stationed forward at Grevels when the US 26th Infantry Division attacked at dusk.

Meanwhile, other elements of the 26th Infantry division attacked Eschdorf, while the lead elements of 80th Infantry Division attacked Heiderscheid in a confusing night battle that cost the brigade its commander. On Christmas Day the

Germans threw a regiment from the 79th *Volksgrenadier* Division into the fray as they arrived, while the Americans piled on tanks and artillery to support their infantry. Another day's hard fighting forced the Germans out of their positions.

The *Führergrenadier* Brigade pulled back across the river, meeting up with its *Grenadier* battalion, hoping to hold the crossings, but were thwarted by the fast-moving 26th Infantry Division who established three bridgeheads across the river on 27 December. Fortunately for the brigade, the 79th *Volksgrenadier* Division was holding against 80th Infantry Division on the right (eastern) flank, leaving the brigade facing off against just one American division.

For three days the two divisions fenced, the Americans seeking weaknesses to exploit and the Germans counterattacking with the surviving tanks, backed up with rocket launchers from an army artillery battalion. By 30 December, the *Führergrenadier* Brigade had been pushed most of the way back to the vital crossroads of Wiltz. With their infantry strength almost gone, the brigade handed over its positions to the 9th *Volksgrenadier* Division (not before making one last counterattack to halt the Americans after they captured an entire *Volksgrenadier* company!), and withdrew into reserve.



FÜHRERGRENADIERBRIGADE

BRIGADE HQ

AUFKLÄRUNGS KOMPANIE



PIONIER KOMPANIE



FLAK KOMPANIE



PANZERREGIMENT FGB

HQ



I PANZERABTEILUNG FGB

1. KOMPANIE



2. KOMPANIE



3. KOMPANIE



4. KOMPANIE



5. KOMPANIE



911. STURMGESCHÜTZBRIGADE

5. BATTERIE



6. BATTERIE



7. BATTERIE



8. (ESCORT) BATTERIE



1./ARTILLERIE FLAKSCHULE



ARTILLERIEBATAILLON FGB

1. BATTERIE



2. BATTERIE



3. BATTERIE



PANZERGRENADIERREGIMENT FGB

I PANZERFÜSILIERBATAILLON

1. KOMPANIE



2. KOMPANIE



3. KOMPANIE



4. SCHWERE KOMPANIE



II PANZERGRENADIERBATAILLON

5. KOMPANIE



6. KOMPANIE



7. KOMPANIE



8. SCHWERE KOMPANIE



III (929) GRENADIERBATAILLON

9. KOMPANIE



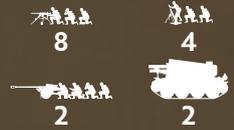
10. KOMPANIE



11. KOMPANIE



12. SCHWERE KOMPANIE



Like the *Führerbegleit* Brigade, the *Führergrenadier* Brigade was redesignated as a division and reinforced before being sent east in a last-ditch attempt to halt the Soviet advance into Germany.



OBERST OTTO-ERNST REMER

Regarded as a dashing and competent leader, Remer was given the prestigious command of the elite armoured infantry of I. Bataillon, Panzergrenadierregiment Grossdeutschland in December 1942. His first task was to rebuild his devastated battalion after the brutal winter battles in the Lutchessa Valley. Remer's first battle with his new command was Kharkov in May 1943. He was awarded the Knight's Cross and promoted to Major for the leadership he displayed. Typically, he credited the award to the bravery and skill of his men.

Remer went on to lead his battalion through the Battle of Kursk, winning new respect for both him and his men in the process. I. Bataillon was always in the forefront of attacks, with Remer at their head earning the Close Combat Clasp in Silver for 48 assaults, and the Wound Badge in Silver for eight wounds in combat. In November Remer was awarded the Oak Leaves for his Knight's Cross, the 325th German soldier to receive this coveted award, for 'outstanding accomplishments as a commander' during the summer months.

In March 1944, Remer was transferred to the highly sought after post commanding Wachbataillon Berlin, the battalion responsible for guarding the German capital. He was instrumental in foiling the coup attempt following the 20 July plot on Hitler's life. Hitler's gratitude resulted in an immediate promotion to Oberst and command of the Führerbegleitbrigade, a new formation formed from Hitler's military escort.

Under Remer, the Führerbegleitbrigade acquitted itself well during the unsuccessful Battle of the Bulge in December 1944. When his brigade was expanded into the Führerbegleitdivision, Remer was promoted again, this time to Gen-



eralmajor. At 32, he was the youngest German General of the war.

Fighting to the last days, Remer ended the war in an American POW camp after escaping the advancing Russian armies.

CHARACTERISTICS

Remer is a Warrior Higher Command SMG team rated as **Fearless Veteran**. Remer can join an FBB Führer Panzerfüsilierkompanie for +70 points or an FBB Panzergrenadierkompanie for +55 points. If he joins a Panzerfüsilierkompanie, he has an Sd Kfz 251/1 D half-track for transport, otherwise he has a Schwimmwagen jeep for transport. Remer uses the Mounted Assault special rule (see page 243 of the rulebook).

FOLLOW ME

Remer was committed to his cause and could inspire those around him. As the leader of Hitler's guard he command the respect of all of his men.

Remer and any platoon he Joins pass Motivation tests on a roll of 3+ instead of the normal roll. Remer may re-roll any Company Morale Checks he is required to take.

FORWARDS

Knowing the value of speed and surprise, Remer constantly pushed his men onwards.

Remer and any platoon that he Joins may make Stormtroopers moves on a roll of 2+ instead of the normal roll.

NO QUARTER

Remer earned his medals the hard way in vicious hand-to-hand combat on the Eastern Front.

Remer and any platoon that he Joins hit on a roll of 2+ in assault combats.

FÜHRER PANZERKOMPANIE

LEADER'S ARMoured COMPANY
TANK COMPANY

MOTIVATION AND SKILL

 A *Führer Panzerkompanie* from *Führerbegleitbrigade* is rated as **Confident Veteran**.

 One from *Führergrenadierbrigade* is rated as **Confident Trained**.

FÜHRERBEGLEITBRIGADE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

FÜHRERGRENADIERBRIGADE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Führer Panzerkompanie HQ

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

Your force must be either *Führer Begleit Brigade* (marked ) or *Führer Grenadier Brigade* (marked ). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol.

COMBAT PLATOONS

ARMOUR



Führer Panzer Platoon

ARMOUR



Führer Panzer Platoon

ARMOUR



Führer Panzer Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT



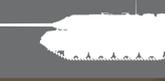
Führer Panzer Anti-aircraft Gun Platoon

ARMOUR



 Führer Panzerjäger Platoon

ARMOUR



 Führer Panzerjäger Platoon

SUPPORT PLATOONS

INFANTRY



Führer Panzerfüsilier Platoon

Führer Panzergrenadier Platoon

Führer Grenadier Platoon

INFANTRY



Führer Panzerfüsilier Platoon

Führer Panzergrenadier Platoon

Führer Panzerpionier Platoon

Führer Grenadier Platoon

Volksgrenadier Sturm Platoon

Volksgrenadier Schützen Platoon

ARTILLERY



 Motorised Artillery Battery

 Armoured Heavy Artillery Battery

ARTILLERY



 Motorised Artillery Battery

 Motorised Heavy Artillery Battery

 Armoured Artillery Battery

Armoured Heavy Artillery Battery

Volks Rocket Launcher Battery

ANTI-AIRCRAFT



 Führer Anti-aircraft Gun Platoon

Führer Heavy Anti-aircraft Gun Battery

ANTI-AIRCRAFT



 Führer Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



 Führer Anti-aircraft Gun Platoon

HITLER'S GUARDS

A number of *Heer* units had a special relationship with the *Führer*, in particular the *Führerbegleit* and *Führergrenadier* Brigades which started life as his personal escort battalion.

All platoons in your force (unless otherwise stated) may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

HEADQUARTERS

FÜHRER PANZERKOMPANIE HQ

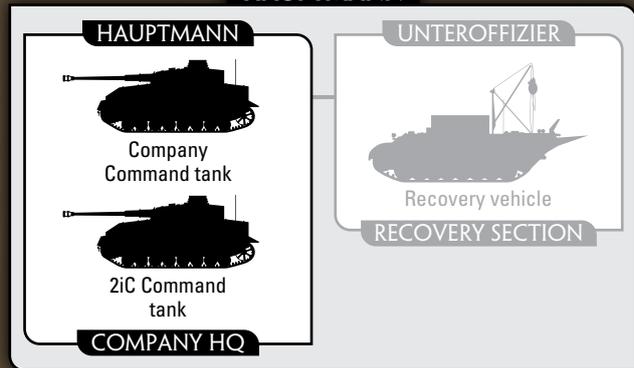
HEADQUARTERS

2 Panzer IV J	185 points	-
1 Panzer IV J	95 points	-
2 Panzer IV/70 (A)	280 points	-
1 Panzer IV/70 (A)	145 points	-
2 Panther G	-	300 points
1 Panther G	-	155 points

Add Recovery Section:

1 Bergepanzer III	+10 points	-
1 Bergepanther	-	+15 points

HAUPTMANN



FÜHRER PANZERKOMPANIE HQ

COMBAT PLATOONS

FÜHRER PANZER PLATOON

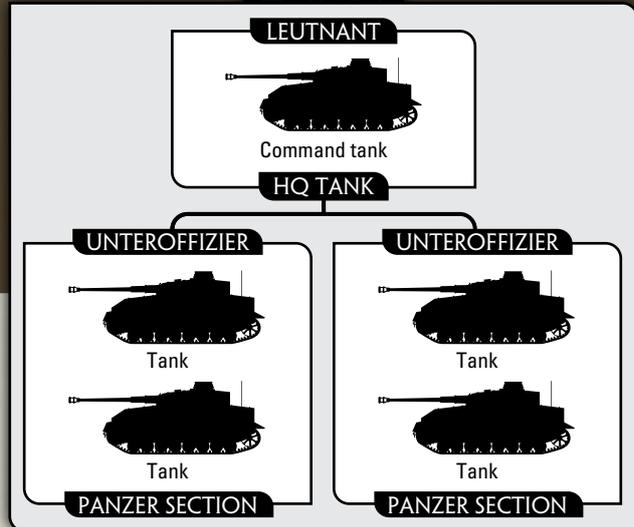
PLATOON

5 Panzer IV J	450 points	-
4 Panzer IV J	360 points	-
3 Panzer IV J	270 points	-
3 Panzer IV/70 (A)	415 points	-
3 Panther G	-	440 points

You must field at least one Führer Panzer Platoon entirely equipped with the same model of tank as the Führer Panzerkompanie HQ.

The core of the brigade's panzer regiment is its panzer companies. These lead attacks and support the infantry as they advance. The *Führergrenadierbrigade* also had a company of StuG G assault guns, but these were detached to support 352nd Volksgrenadier Division

LEUTNANT



FÜHRER PANZER PLATOON

far off on its left flank.

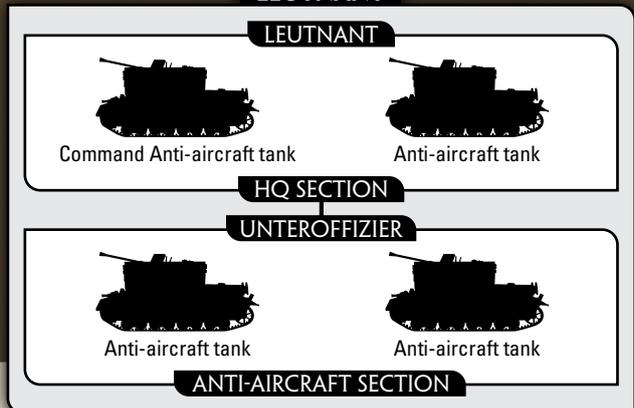
WEAPONS PLATOONS

FÜHRER PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

4 Möbelwagen (3.7cm)	230 points	180 points
3 Möbelwagen (3.7cm)	175 points	140 points
2 Möbelwagen (3.7cm)	120 points	100 points
4 Wirbelwind (2cm)	230 points	-
3 Wirbelwind (2cm)	175 points	-
2 Wirbelwind (2cm)	120 points	-

LEUTNANT



FÜHRER PANZER ANTI-AIRCRAFT GUN PLATOON

The panzer regiment's anti-aircraft platoons protect it from marauding Allied aircraft as it advances into battle.

FÜHRER PANZERFÜSILIERKOMPANIE

LEADER'S ARMOURED FUSILIER COMPANY

MECHANISED COMPANY

MOTIVATION AND SKILL

A *Führer Panzerfusilierkompanie* from *Führerbegleitbrigade* is rated as **Confident Veteran**.

One from *Führergrenadierbrigade* is rated as **Confident Trained**.

FÜHRERBEGLEITBRIGADE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

FÜHRERGRENADIERBRIGADE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Führer Panzerfusilierkompanie HQ

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

Your force must be either *Führer Begleit Brigade* (marked) or *Führer Grenadier Brigade* (marked). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol.

COMBAT PLATOONS

INFANTRY



Führer Panzerfusilier Platoon

INFANTRY



Führer Panzerfusilier Platoon

INFANTRY



Führer Panzerfusilier Platoon

MACHINE-GUNS



Führer Panzerfusilier Heavy Platoon

WEAPONS PLATOONS

ARTILLERY



Führer Panzerfusilier Mortar Platoon

ARMOUR



Führer Panzerfusilier Cannon Platoon

ARMOUR



Führer Panzerfusilier Flak Platoon

ARMOUR



Führer Panzerpionier Platoon

ARMOUR



Führer Armoured Flame-thrower Platoon

ARMOUR



Führer Panzerfusilier Infantry Gun Platoon

SUPPORT PLATOONS

ARMOUR



Führer Panzer Platoon

Führer Panzerjäger Platoon

ARMOUR



Führer Panzer Platoon

Führer Panzerjäger Platoon

Assault Gun Platoon

ARMOUR



Assault Gun Platoon

INFANTRY



Führer Panzergrenadier Platoon

Führer Grenadier Platoon

Volksgrenadier Sturm Platoon

Volksgrenadier Schützen Platoon

ARTILLERY



Motorised Artillery Battery

Armoured Artillery Battery

ARTILLERY



Motorised Artillery Battery

Motorised Heavy Artillery Battery

Armoured Artillery Battery

Armoured Heavy Artillery Battery

Volks Rocket Launcher Battery

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

Führer Heavy Anti-aircraft Gun Battery

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

HITLER'S GUARDS

A number of *Heer* units had a special relationship with the *Führer*, in particular the *Führerbegleit* and *Führergrenadier* Brigades which started life as his personal escort battalion.

All platoons in your force (unless otherwise stated) may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

HEADQUARTERS

FÜHRER PANZERFÜSILIERKOMPANIE HQ

HEADQUARTERS

Company HQ

90 points

70 points

Teams from the Company HQ of a Führer Panzerfüsilierkompanie may use the Mounted Assault special rule on page 243 of the rulebook.

HAUPTMANN

HAUPTMANN

Company Command
Panzerfaust SMG team

2iC Command
Panzerfaust SMG team

Sd Kfz 251/1 D half-track

Sd Kfz 251/17 D (2cm) half-track

COMPANY HQ

FÜHRER PANZERFÜSILIERKOMPANIE HQ

COMBAT PLATOONS

FÜHRER PANZERFÜSILIER PLATOON PLATOON

HQ Section with:

3 Panzerfüsilier Squads

300 points

235 points

2 Panzerfüsilier Squads

220 points

175 points

OPTION

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

Führer Panzerfüsilier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

The *Panzerfüsilier* battalion was fully equipped with the latest armoured half-tracks, including one armed with a 20mm anti-aircraft gun for defence against Allied aircraft. Both brigades led their advance with their *Panzerfüsilier* battalions, seizing advanced positions while the rest of the brigade made its way forward.

LEUTNANT OR OBERFELDWEBEL

LEUTNANT OR OBERFELDWEBEL

Command Panzerfaust MG team Sd Kfz 251/17 D (2cm) half-track

HQ SECTION

UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team

Sd Kfz 251/1 D half-track

PANZERFÜSILIER SQUAD

UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team

Sd Kfz 251/1 D half-track

PANZERFÜSILIER SQUAD

UNTEROFFIZIER

Panzerfaust MG team Panzerfaust MG team Sd Kfz 251/1 D half-track

PANZERFÜSILIER SQUAD

FÜHRER PANZERFÜSILIER PLATOON



FÜHRER PANZERFÜSILIER HEAVY PLATOON

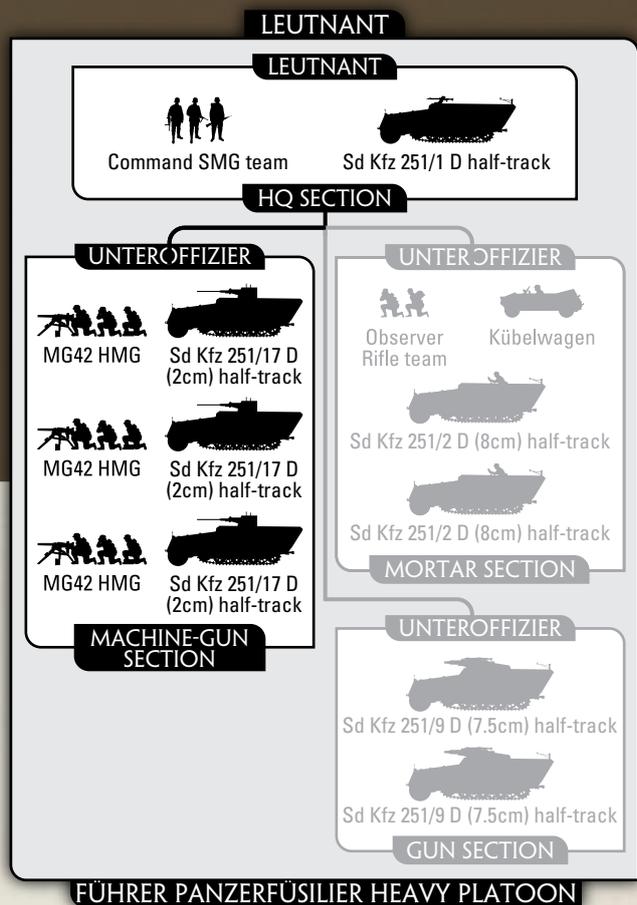
PLATOON

HQ Section and
Machine-gun Section with:

3 MG42 HMG & 3 Sd Kfz 251/17 D (2cm)	175 points	135 points
2 MG42 HMG & 2 Sd Kfz 251/17 D (2cm)	125 points	100 points
Add Mortar Section	+80 points	+60 points
Add Gun Section	+80 points	+60 points

A Heavy Platoon may make Combat Attachments to Führer Panzerfusilier Platoons and uses the Mounted Assaults special rule.

The brigade's *Panzerfusilier Bataillon* is small, but well designed. Each company has its own heavy weapons platoon. With anti-aircraft guns, heavy machine-guns, mortars, and assault guns, the heavy platoon gives the company the tools to tackle most problems. The platoon is rarely used as a single unit. More normally, components are assigned to *Panzerfusilier* platoons as needed.



WEAPONS PLATOONS

FÜHRER PANZERFÜSILIER MORTAR PLATOON

PLATOON

HQ Section with:

4 12cm sGW43	165 points	130 points
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OPTIONS

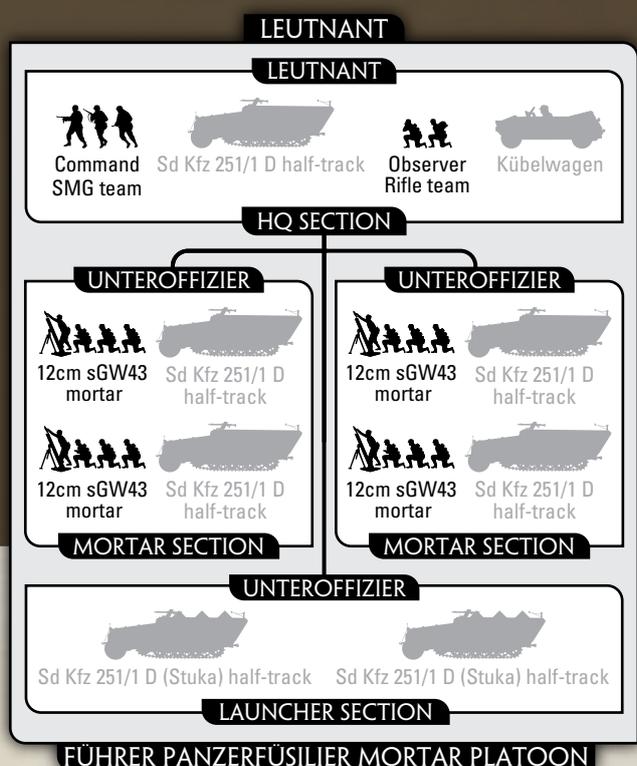
- Add Sd Kfz 251/1 D half-tracks and Kübelwagen to the platoon for:

	+35 points	+25 points
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- Add a Launcher Section of up to two Sd Kfz 251/1 D (Stuka) half-tracks for:

Per half-track	+45 points	+35 points
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Each Sd Kfz 251/1 D (Stuka) half-track fires a bombardment completely separate from the rest of the Mortar Platoon using the Stuka zu Fuss rules on page 245 of the rulebook. A Sd Kfz 251/1 D (Stuka) half-track cannot act as the Spotting team for the 12cm sGW43 mortars, nor can the mortars or the Observer team act as the Spotting team for a Sd Kfz 251/1 D (Stuka) half-track.



The *Panzerfusilier* battalion's mortar platoon provides them with reliable artillery support when they need it. For extra punch, they have a *Stuka zu Fuss* (infantry dive-bomber) launcher section whose 28cm rockets pack more punch than an entire heavy artillery battery.



FÜHRER PANZERFÜSILIER CANNON PLATOON

PLATOON

6 Sd Kfz 251/9 D
(7.5cm)

250 points

195 points

4 Sd Kfz 251/9 D
(7.5cm)

170 points

135 points

The *Panzerfußilier* battalion's reserve of firepower came from the *Stummel* (Stump) guns of the cannon platoon. The Sd Kfz 251/9 assault guns mounted stubby 75mm guns to knock out machine-gun nests and anti-tank weapons that are holding up the infantry's advance. The half-tracks are lightly armoured, so need to be cautious, but pack a punch way above their weight.

LEUTNANT

LEUTNANT

Command Sd Kfz 251/9 D
(7.5cm) half-track

Sd Kfz 251/9 D
(7.5cm) half-track

GUN SECTION

UNTEROFFIZIER

Sd Kfz 251/9 D (7.5cm) half-track

UNTEROFFIZIER

Sd Kfz 251/9 D (7.5cm) half-track

Sd Kfz 251/9 D (7.5cm) half-track

Sd Kfz 251/9 D (7.5cm) half-track

GUN SECTION

GUN SECTION

FÜHRER PANZERFÜSILIER CANNON PLATOON

FÜHRER PANZERFÜSILIER FLAK PLATOON

PLATOON

6 Sd Kfz 251/21
(15mm) FlaK

290 points

230 points

4 Sd Kfz 251/21
(15mm) FlaK

195 points

155 points

3 Sd Kfz 251/21
(15mm) FlaK

150 points

120 points

2 Sd Kfz 251/21
(15mm) FlaK

105 points

85 points

4 Armoured Sd Kfz 7/1

210 points

-

3 Armoured Sd Kfz 7/1

160 points

-

2 Armoured Sd Kfz 7/1

110 points

-

LEUTNANT

LEUTNANT

Command
Anti-aircraft
half-track

Anti-aircraft
half-track

Anti-aircraft
half-track

HQ SECTION

UNTEROFFIZIER

Anti-aircraft
half-track

Anti-aircraft
half-track

Anti-aircraft
half-track

ANTI-AIRCRAFT SECTION

FÜHRER PANZERFÜSILIER FLAK PLATOON

The fifth company of the *Panzerfußilier* battalion of the *Führerbegleitbrigade* was its anti-aircraft company. It was supposed to be equipped with 18 Sd Kfz 251/21 triple 15mm anti-aircraft half-tracks, but ended up with twelve of them and a

platoon of Sd Kfz 7/1 half-tracks mounting quadruple 20mm anti-aircraft guns.

The *Führergrenadierbrigade* centralised its *Panzergrenadier* regiment's anti-aircraft in the brigade headquarters as it lacked other light anti-aircraft weapons.



FÜHRER PANZERPIONIER PLATOON

PLATOON

HQ Section with:

2 Pioneer Squads

220 points

170 points

OPTIONS

- Replace Command Pioneer Panzerfaust MG team with Command Pioneer Panzerfaust SMG team at no cost.
- Add an additional Sd Kfz 251/7 D half-track to each squad:

For the platoon

+20 points

+15 points

- Add Pioneer Supply 3-ton Maultier for +30 points.

Führer Panzerpionier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

LEUTNANT

LEUTNANT

Command Pioneer Panzerfaust MG team

Sd Kfz 251/1 D half-track

Pioneer Supply Opel Maultier

HQ SECTION

UNTEROFFIZIER

Pioneer Panzerfaust MG team

Sd Kfz 251/7 D half-track

UNTEROFFIZIER

Pioneer Panzerfaust MG team

Sd Kfz 251/7 D half-track

Pioneer Panzerfaust MG team

Sd Kfz 251/7 D half-track

Pioneer Panzerfaust MG team

Sd Kfz 251/7 D half-track

PIONEER SQUAD

PIONEER SQUAD

FÜHRER PANZERPIONIER PLATOON

FÜHRER ARMoured FLAME-THROWER PLATOON

PLATOON

4 Sd Kfz 251/16 D (Flamm)

200 points

170 points

2 Sd Kfz 251/16 D (Flamm)

115 points

90 points

The *Führerbegleit* Brigade's sixth company had two small pioneer platoons and an armoured flame-thrower platoon. These half-tracks lead assaults, working close to the enemy while staying out of sight as much as possible, then race in and extinguish any opposition under a sheet of flame.

LEUTNANT

LEUTNANT

Command Sd Kfz 251/16 D (Flamm) half-track

UNTEROFFIZIER

Sd Kfz 251/16 D (Flamm) half-track

Sd Kfz 251/16 D (Flamm) half-track

Sd Kfz 251/16 D (Flamm) half-track

FLAME SECTION

FLAME SECTION

ARMoured FLAME-THROWER PLATOON



FÜHRER PANZERFÜSILIER INFANTRY GUN PLATOON

PLATOON

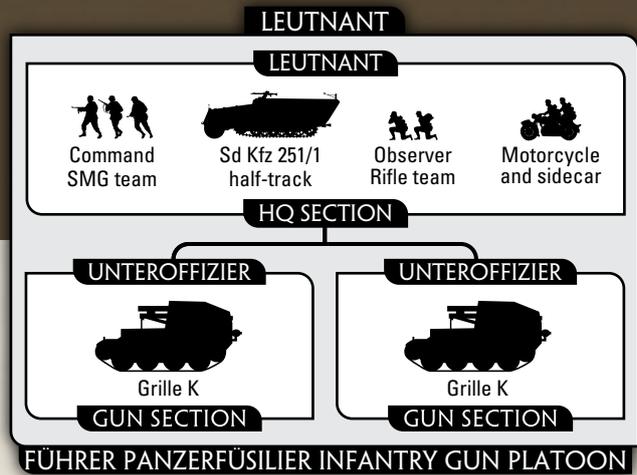
HQ Section with:

2 Grille K

180 points

140 points

Officially the *Führerbegleit* and *Führergrenadier* brigades were supposed to be issued with towed 15cm sIG33 heavy infantry guns, but they were issued with self-propelled versions instead. These powerful guns will smash nests of enemy resistance without hesitation or delay.

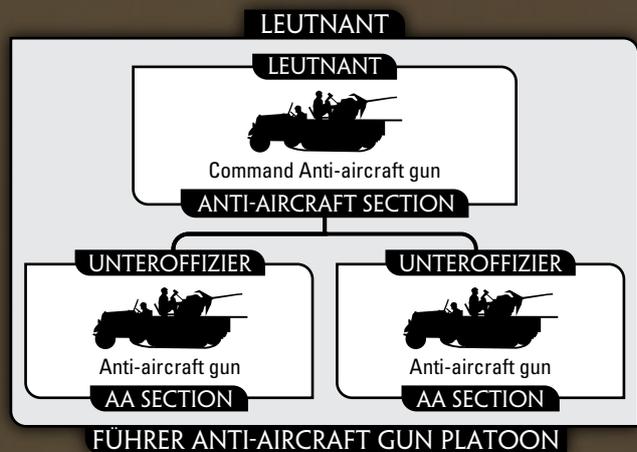


SUPPORT PLATOONS

FÜHRER ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	100 points	-
2 Sd Kfz 10/5 (2cm)	70 points	-
3 Sd Kfz 7/1 (Quad 2cm)	130 points	-
2 Sd Kfz 7/1 (Quad 2cm)	90 points	-
3 Sd Kfz 7/2 (3.7cm)	150 points	-
2 Sd Kfz 7/2 (3.7cm)	105 points	-



FÜHRER HEAVY ANTI-AIRCRAFT GUN BATTERY

PLATOON

HQ Section with:

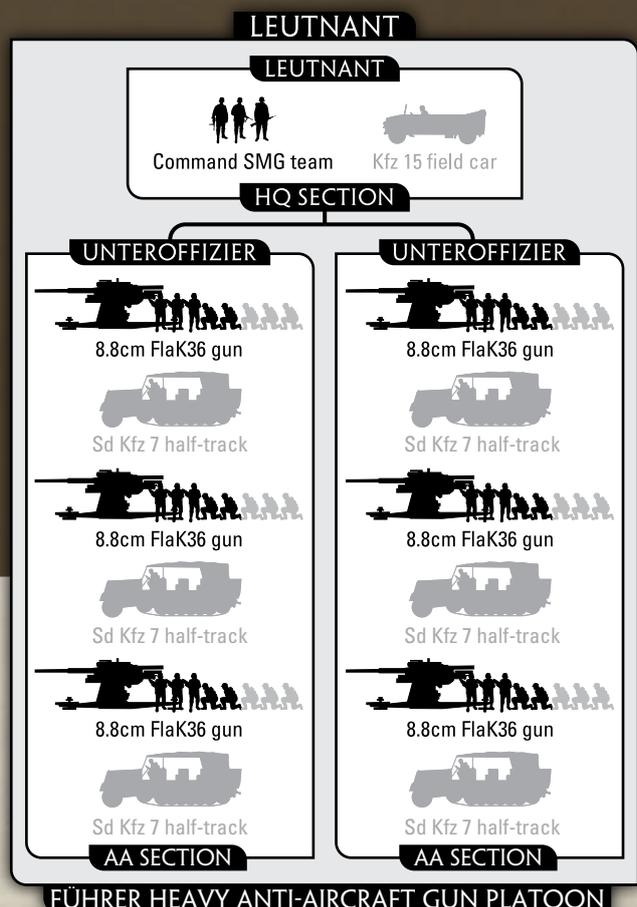
6 8.8cm FlaK36	520 points	-
4 8.8cm FlaK36	345 points	-
3 8.8cm FlaK36	265 points	205 points
2 8.8cm FlaK36	170 points	130 points

OPTIONS

- Model any or all 8.8cm FlaK36 guns with eight with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add Kfz 15 field car and Sd Kfz 7 half-tracks for +5 points for the battery.

The *Führerbegleitbrigade* incorporated seven batteries of the *Führerflak* Regiment, released from defending Hitler's command post when he returned to Berlin. Amongst the seven batteries were three full six-gun batteries of the dreaded '88', the 8.8cm FlaK36 heavy anti-aircraft gun.

The remainder of the regiment was made up of companies of self-propelled anti-aircraft guns mounted on half-tracks. One company had single 2cm anti-aircraft guns, another quadruple 2cm anti-aircraft guns, and the third had 3.7cm anti-aircraft guns.



FÜHRER PANZERGRENADIERKOMPANIE

LEADER'S MOTORISED GRENADIER COMPANY
MECHANISED COMPANY

MOTIVATION AND SKILL

The Panzergrenadier battalions were newly-raised, lacking the hard core of veterans found in the Panzerfüsilier battalion of the Führerbegleitbrigade. A Panzergrenadier Platoon is rated *Confident Trained*.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Führer Panzergrenadierkompanie HQ

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

Your force must be either Führer Begleit Brigade (marked 🟡) or Führer Grenadier Brigade (marked 🔵). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol.

COMBAT PLATOONS

INFANTRY



Führer Panzergrenadier Platoon

INFANTRY



Führer Panzergrenadier Platoon

INFANTRY



Führer Panzergrenadier Platoon

WEAPONS PLATOONS

ARTILLERY



Führer Panzergrenadier Infantry Gun Platoon

ANTI-TANK



Führer Panzergrenadier Anti-tank Gun Platoon

SUPPORT PLATOONS

ARMOUR



Führer Panzer Platoon

Führer Panzerjäger Platoon

ARMOUR



Führer Panzer Platoon

Führer Panzerjäger Platoon

Assault Gun Platoon

ARMOUR



Assault Gun Platoon

INFANTRY



Führer Panzerfüsilier Platoon

Führer Grenadier Platoon

Volksgrenadier Sturm Platoon

Volksgrenadier Schützen Platoon

ARTILLERY



Motorised Artillery Battery

Armoured Heavy Artillery Battery

ARTILLERY



Motorised Artillery Battery

Motorised Heavy Artillery Battery

Armoured Artillery Battery

Armoured Heavy Artillery Battery

Volks Rocket Launcher Battery

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

Führer Heavy Anti-aircraft Gun Battery

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Führer Anti-aircraft Gun Platoon

HITLER'S GUARDS

A number of *Heer* units had a special relationship with the *Führer*, in particular the *Führerbegleit* and *Führergrenadier* Brigades which started life as his personal escort battalion.

All platoons in your force (unless otherwise stated) may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

HEADQUARTERS

FÜHRER PANZERGRENADIERKOMPANIE HQ

HEADQUARTERS

Company HQ

70 points

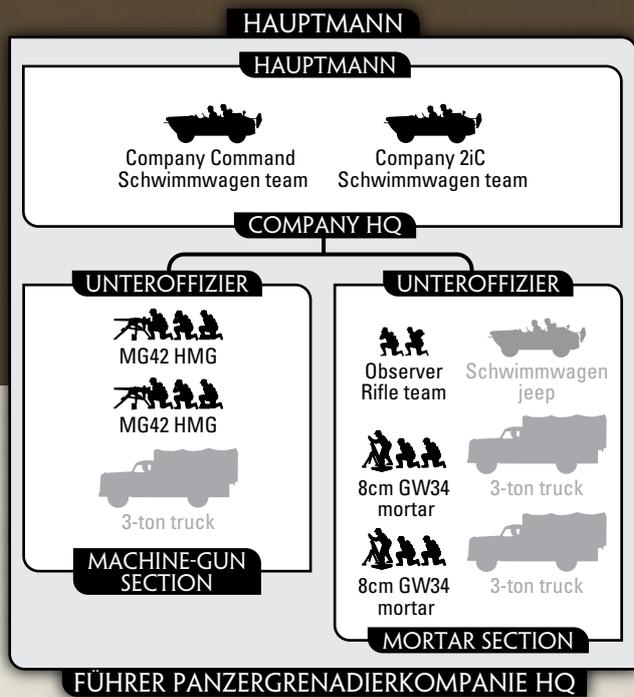
OPTIONS

- Add Machine-gun Section for +50 points.
- Add Mortar Section for +45 points.
- Add Schwimmwagen jeep and 3-ton trucks for +5 points.

The Schwimmwagen teams of a Führer Panzergrenadierkompanie HQ use the Motorcycle Reconnaissance rules on pages 196 to 197 of the rulebook.

Schwimmwagen teams are Motorcycle Reconnaissance teams that dismount as Panzerfaust MG teams.

Each company in the *Panzergrenadier* battalions had a pair of medium mortars and a pair of heavy machine-guns to give support to the platoons.



COMBAT PLATOONS

FÜHRER PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads

250 points

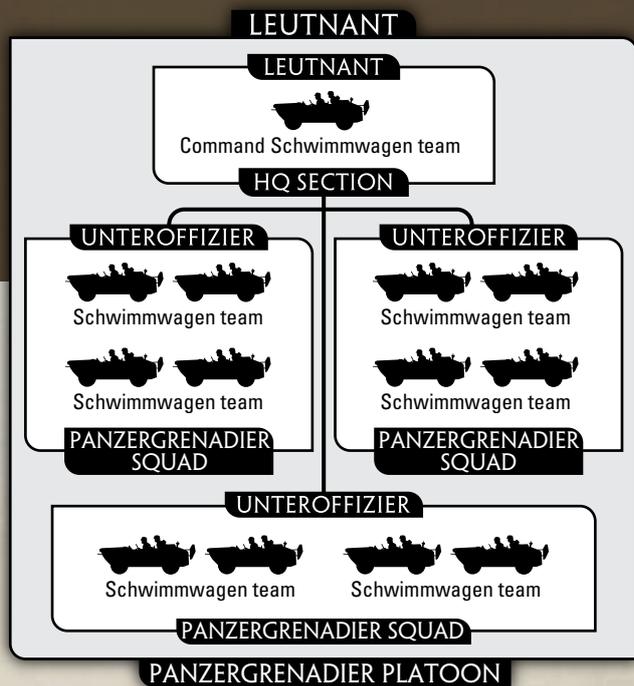
2 Panzergrenadier Squads

180 points

The second battalion of both brigades was a *Panzergrenadier* battalion mounted in *Schwimmwagen* amphibious jeeps. This is an unusual organisation for a *Panzergrenadier* battalion, but common enough in the reconnaissance battalions of panzer divisions.

Führer Panzergrenadier Platoons use the Motorcycle Reconnaissance rules on pages 196 to 197 of the rulebook.

Schwimmwagen teams are Motorcycle Reconnaissance teams that dismount as Panzerfaust MG teams.



The brigade *Aufklärungs* (scout) platoon was equipped in a similar manner to the *Panzergrenadier* platoons. Its task was to lead the advance, seeking out the best routes of advance and checking to see which bridges are still intact.

WEAPONS PLATOONS

FÜHRER PANZERGRENADIER HEAVY INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 15cm sIG33

110 points

OPTION

- Add Kübelwagen jeep and Sd Kfz 11 half-tracks for +5 points for the platoon.
- Replace 15cm sIG33 guns and Sd Kfz 11 half-tracks with Grille K self-propelled guns for +5 points per gun.



Unlike the first battalions who have self-propelled 15cm infantry guns, the motorised *Panzergrenadier* battalions of each brigade were supported by towed 15cm sIG guns. These are still formidable weapons able to take our bunkers and knock down buildings.

FÜHRER PANZERGRENADIER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40

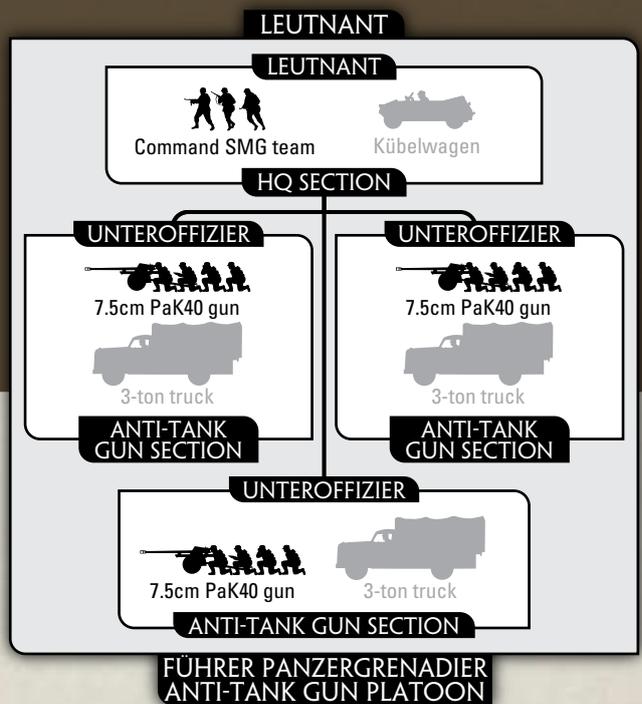
120 points

2 7.5cm PaK40

80 points

OPTION

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



The Führer brigades' *Panzergrenadier* battalions were supported by towed 7.5cm PaK40 anti-tank guns. A platoon of two or three guns was available in the heavy company of each battalions. The PaK40 is still an excellent weapon able to deal easily with most Allied tanks and are ideal for halting any enemy armoured counterattacks.



SUPPORT PLATOONS

FÜHRER PANZERJÄGER PLATOON

PLATOON

3 Panzer IV/70 (V)

-

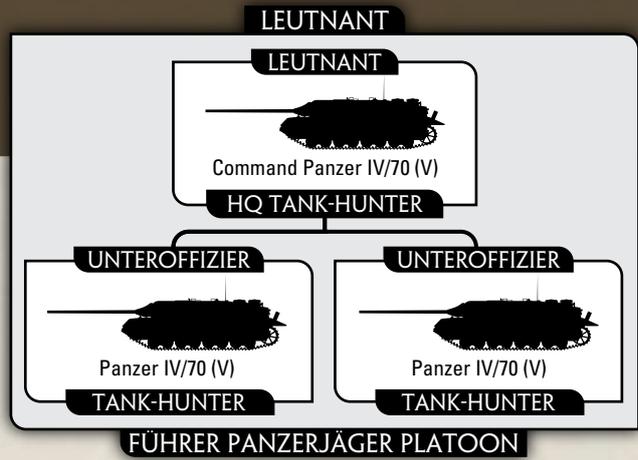
350 points

The *Führergrenadierbrigade* had a fourth, *Panzerjäger* or Tank-hunter, company in its panzer battalion. This company was equipped with turretless Panzer IV/70 (V) tank-hunters, armed with the same gun as the Panther tanks, but based on the lighter Panzer IV chassis.

The *Panzerjäger* company was usually broken up into separate platoons supporting various other units.

A Führergrenadierbrigade Führer Panzerjäger Platoon were newly-raised like much of their brigade.

A Führer Panzerjäger Platoon is rated Confident Trained.



FÜHRER GRENADIERKOMPANIE

LEADER'S GRENADIER COMPANY
INFANTRY COMPANY

MOTIVATION AND SKILL

The Grenadier Battalions were made up of older men. Despite this, these units fought hard, but suffered very heavy casualties. They are rated as **Reluctant Trained**.

The HQ, Combat and Weapons Platoons of a Führer Grenadierkompanie do **not** use the Hitler's Guards special rule, even when supporting other companies.

RELUCTANT CONSCRIPT

CONFIDENT TRAINED

FEARLESS VETERAN

HEADQUARTERS

HEADQUARTERS



Führer Grenadierkompanie HQ

24

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

Your force must be either Führer Begleit Brigade (marked ☀️) or Führer Grenadier Brigade (marked 🌧️). If a platoon has either of these symbols, you can only take equipment and options marked with your selected symbol.

COMBAT PLATOONS

INFANTRY



Führer Grenadier Platoon

24

INFANTRY



Führer Grenadier Platoon

21

INFANTRY



Führer Grenadier Platoon

21

MACHINE-GUNS



Führer Grenadier Machine-gun Platoon

22

WEAPONS PLATOONS

ARTILLERY



Führer Grenadier Heavy Infantry Gun Platoon

23

Führer Grenadier Mortar Platoon

22

ANTI-TANK



Führer Grenadier Anti-tank Gun Platoon

23

SUPPORT PLATOONS

ARMOUR



Assault Gun Platoon

24

INFANTRY



Führer Panzerfüsilier Platoon

11

Führer Panzergrenadier Platoon

17

Volksgrenadier Sturm Platoon

28

Volksgrenadier Schützen Platoon

28

ARTILLERY



Motorised Artillery Battery

26

Armoured Heavy Artillery Battery

26

ARTILLERY



☀️ Motorised Artillery Battery

26

☀️ Motorised Heavy Artillery Battery

26

🌧️ Armoured Artillery Battery

25

Armoured Heavy Artillery Battery

25

Volks Rocket Launcher Battery

21

ANTI-AIRCRAFT



☀️ Führer Anti-aircraft Gun Platoon

15

Führer Heavy Anti-aircraft Gun Battery

15

ANTI-AIRCRAFT



☀️ Führer Anti-aircraft Gun Platoon

15

Führer Heavy Anti-aircraft Gun Battery

15

ANTI-AIRCRAFT



☀️ Führer Anti-aircraft Gun Platoon

15

HEADQUARTERS

FÜHRER GRENADIERKOMPANIE HQ

HEADQUARTERS

Company HQ

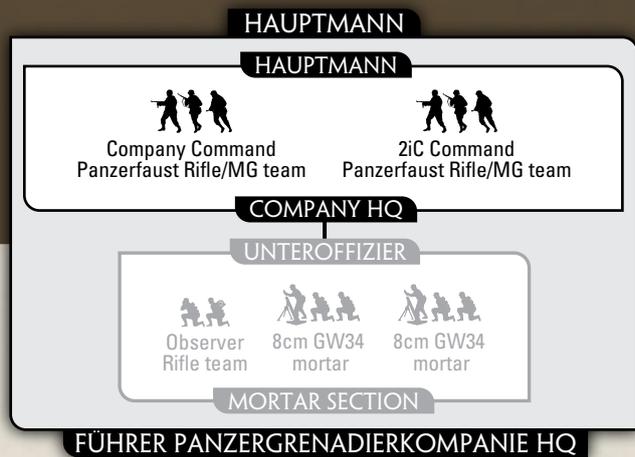
35 points

OPTION

- Add Mortar Section for +40 points.

The third battalion of the *Panzergrenadier* regiment of both the *Führerbegleitbrigade* and the *Führergrenadierbrigade* was a bicycle-mounted grenadier battalion.

In addition to the Grenadier platoons each company had a pair of medium mortars for fire support.



COMBAT PLATOONS

FÜHRER GRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads

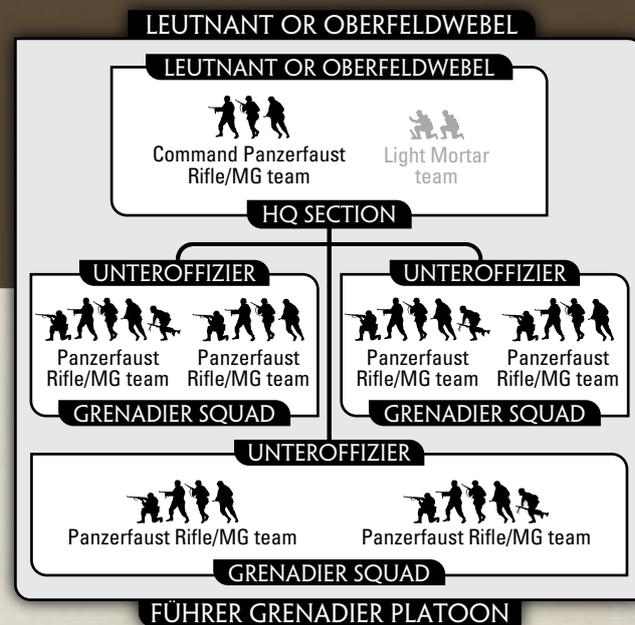
130 points

OPTION

- Add Light Mortar team for +15 points.

A Führer Grenadier Platoon may use the Spearhead Deployment rule on page 261 of the rulebook.

The third battalion bicycle-mounted grenadiers had previously been *Landsturm* battalions, units of older men past the age for active service used to guard unused headquarters facilities. Despite this, these units fought hard and suffered very heavy casualties.



FÜHRER GRENADIER MACHINE-GUN PLATOON

PLATOON

HQ Section with:

6 MG42 HMG
4 MG42 HMG

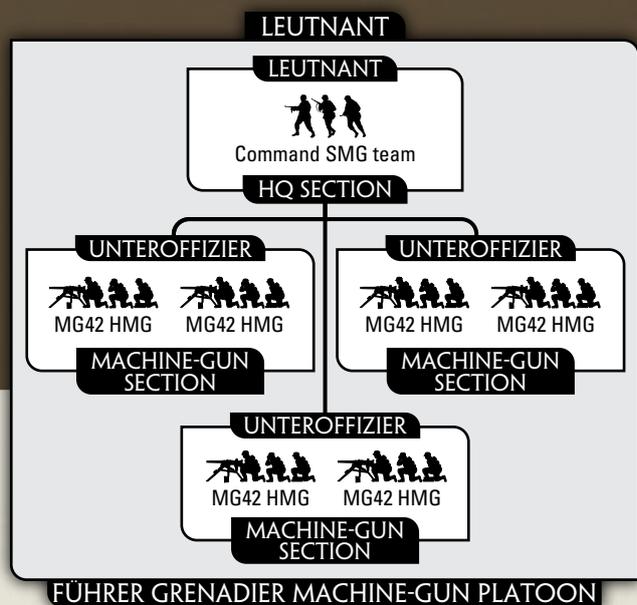
115 points
80 points

OPTION

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

The Grenadier companies were also supported by their own machine-gun platoon armed with up to six MG42 heavy machine-guns. These could be concentrated or allocated out to boost the firepower of the Grenadier platoons.

Führer Grenadier Machine-gun Platoons may make Combat Attachments to Führer Grenadier Platoons.



WEAPONS PLATOONS

FÜHRER GRENADIER MORTAR PLATOON

PLATOON

HQ Section with:

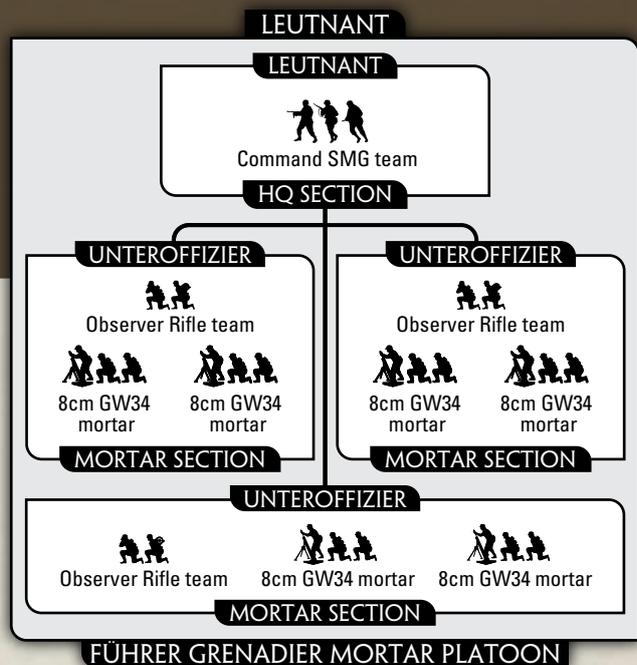
3 Mortar Sections
2 Mortar Sections

125 points
85 points

The Grenadier battalions each had a heavy company consisting of mortars, infantry guns and anti-tank guns.

The 8cm GW34 medium mortars of the heavy company supply the grenadiers with fast artillery support. These can be quickly called in to bring down a barrage on enemy attacks or positions, keeping their heads down or halting their advance. The grenadiers can then move in to finish them off.

The mortars can also be used to pick off individual enemy guns and machine-guns that cannot be prised out with rifle and machine-gun fire,



FÜHRER GRENADIER HEAVY INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 15cm sIG33

100 points

OPTIONS

- Add Kubelwagen jeep and Sd Kfz 11 half-tracks for +5 points for the platoon.
- Replace 15cm sIG33 guns and Sd Kfz 11 half-tracks with Grille K self-propelled guns for +5 points per gun.

For heavy hitting power against more stubborn enemy positions the grenadiers can call on the heavy infantry guns. These 15cm infantry guns can easily destroy enemy bunkers and nest with just a few well aimed shots.



FÜHRER GRENADIER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40

105 points

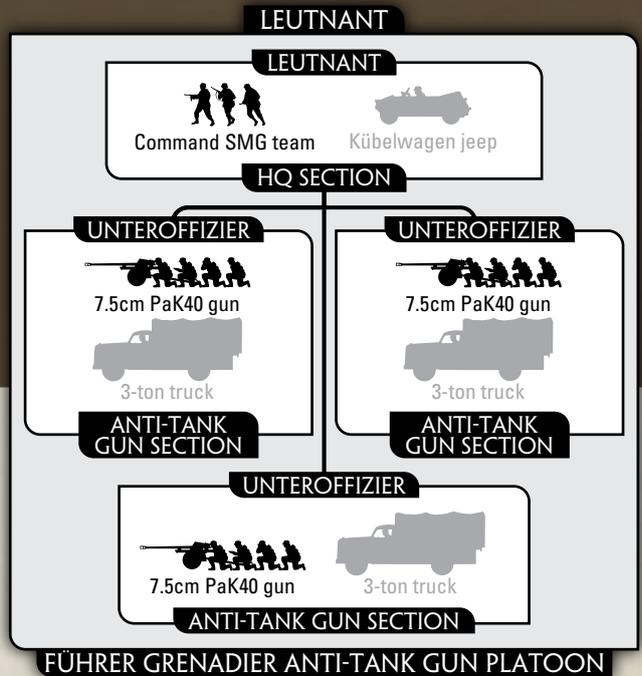
2 7.5cm PaK40

70 points

OPTION

- Add Kubelwagen jeep and 3-ton trucks for +5 points for the platoon.

The heavy companies also contain 7.5cm PaK40 anti-tank guns. These protect the grenadiers from marauding enemy tanks.



BRIGADE SUPPORT

MOTIVATION AND SKILL

When Führerbegleitbrigade and Führergrenadierbrigade were created, their artillery came from units outside of Hitler's escort. These units were well trained, but not as committed as the escort battalions. They are rated as **Confident Trained** and do **not** use the Hitler's Guards special rule.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



ASSAULT GUN PLATOON

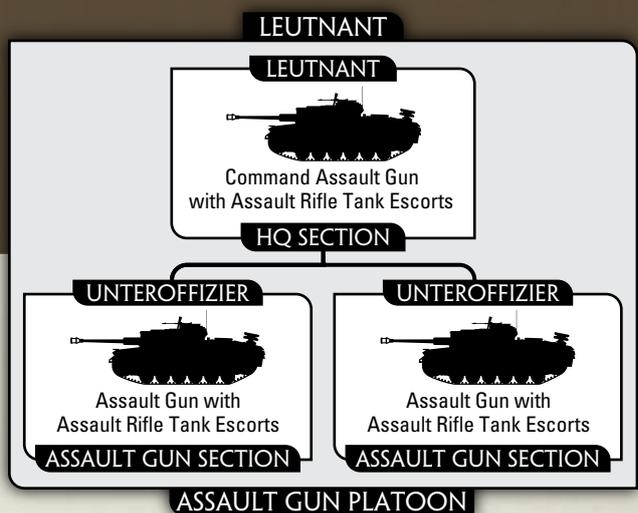
PLATOON

With 3 Assault Rifle Tank Escorts and:

3 StuG G (late)	255 points	255 points
3 StuH42	255 points	-

An Assault Gun Platoon does **not** use the Hitler's Guards special rule.

Both brigades had an assault-gun brigade (in reality a battalion-sized unit) attached as their second armoured battalion. 200. *StuG Brigade* joined *Führerbegleitbrigade* after it was destroyed in Normandy fighting with the 21st Panzer Division and rebuilt. The brigade had three batteries, each of two platoons of StuG G assault guns and one platoon of StuH42 assault howitzers. The fourth (escort) battery was broken up to provide each assault gun with a squad of riflemen to protect it from Allied bazookas.



911. *StuG Brigade*, which joined *Führergrenadierbrigade*, was destroyed in Romania in August 1944, and subsequently rebuilt. It was supposed to be organized the same as 200. *StuG Brigade*, but did not receive any assault howitzers and only received its tank escorts as it arrived on the battlefield.



ARMoured ARTILLERY BATTERY

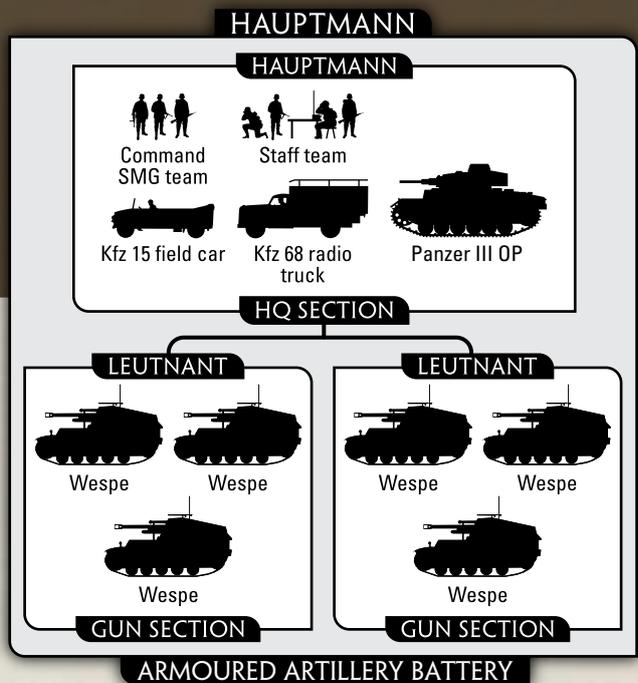
PLATOON

HQ Section with:

Two Gun Sections with: 6 Wespe	320 points
One Gun Section with: 3 Wespe	180 points

Oddly, it was the generally less well-equipped *Führergrenadierbrigade* that had an armoured artillery battalion attached. The first battery was equipped with Wespe 10.5cm-armed self-propelled howitzers, while the other two batteries had 15cm-armed Hummel self-propelled howitzers. Each battery had a single Panzer III observation post tank to locate targets for it.

An Armoured Artillery Battery does not use the Hitler's Guards special rule.



ARMoured HEAVY ARTILLERY BATTERY

PLATOON

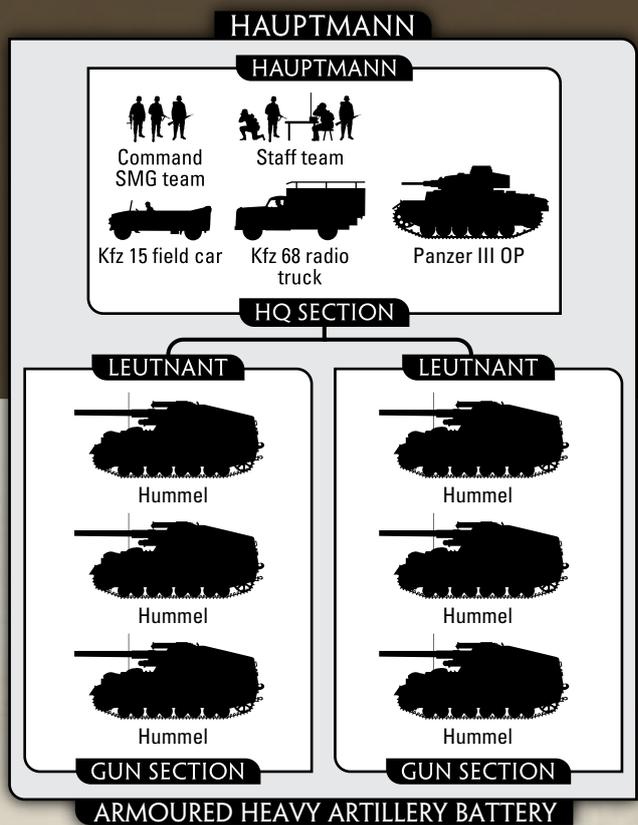
HQ Section with:

Two Gun Sections with: 6 Hummel	420 points	-
Two Gun Sections with: 5 Hummel	-	365 points
One Gun Section with: 3 Hummel	230 points	230 points

While most of the artillery assigned to *Führerbegleitbrigade* was towed by half-tracks, they did receive twelve Hummel heavy self-propelled howitzers early in 1945.

The second and third artillery batteries of the *Führergrenadierbrigade* were unusual in only having five self-propelled guns each, rather than the full six guns.

An Armoured Heavy Artillery Battery does not use the Hitler's Guards special rule.



MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section with:

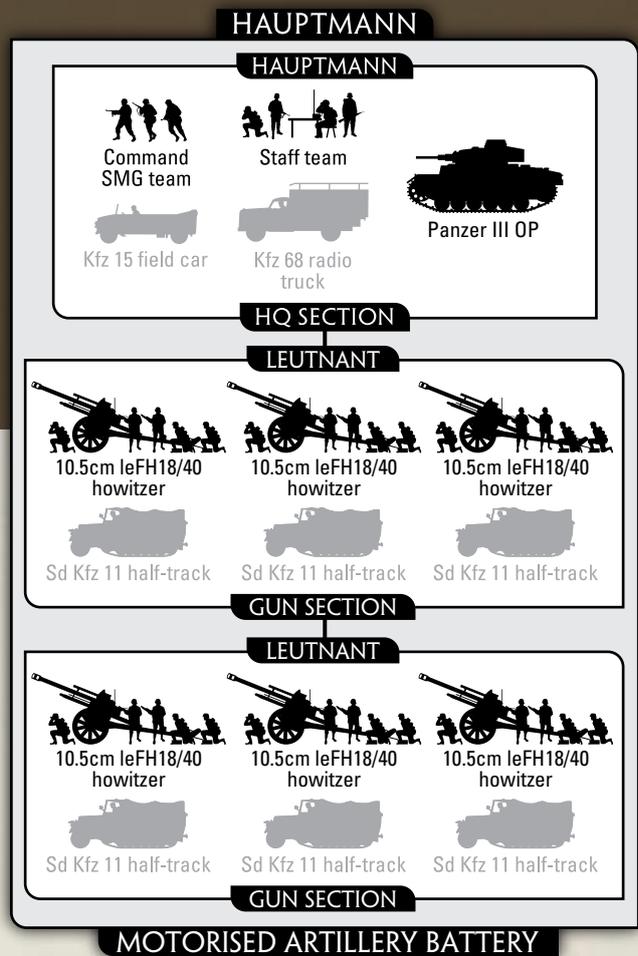
Two Gun Sections with: 6 10.5cm leFH18/40	225 points
One Gun Section with: 3 10.5cm leFH18/40	125 points

OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and Sd Kfz 11 half-tracks for +5 points for the battery.

The *Führerbegleitbrigade* received a motorised artillery battalion on formation. This had two batteries of the lighter 10.5cm leFH18 field howitzer and a heavy battery of 15cm sFH18 howitzers. Unusually, these were in batteries of six guns rather than the normal four guns, and combined different classes of artillery in the same battalion.

A Motorised Artillery Battery does not use the Hitler's Guards special rule.



MOTORISED HEAVY ARTILLERY BATTERY

PLATOON

HQ Section with:

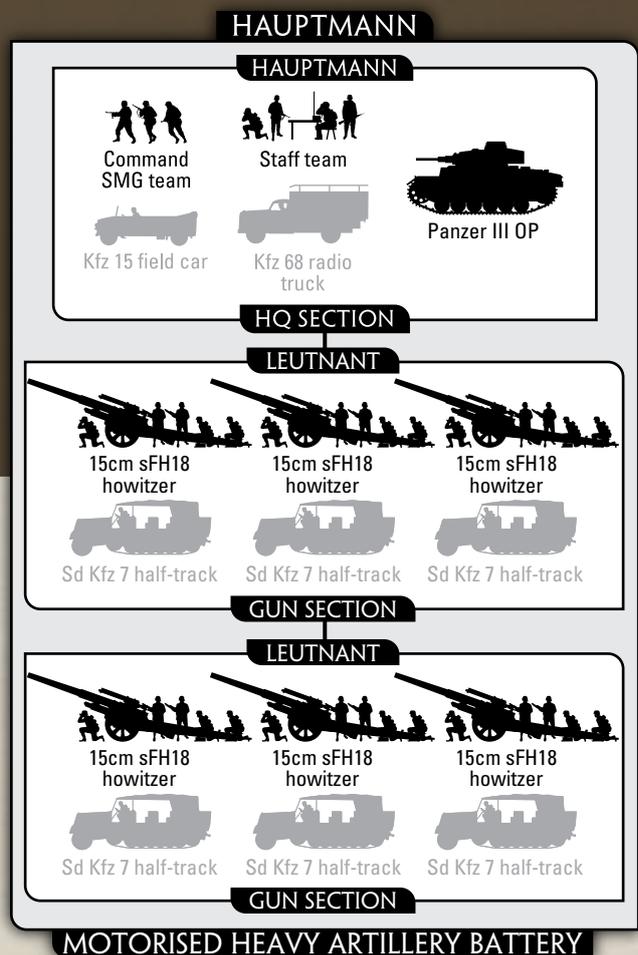
Two Gun Sections with: 6 15cm sFH18	330 points
One Gun Section with: 3 15cm sFH18	185 points

OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and Sd Kfz 7 half-tracks for +5 points for the battery.

The heavy artillery battery of the *Führerbegleitbrigade* was equipped with powerful 15cm sFH18 howitzers, giving it considerable reach and punch. These weapons out-ranged most American artillery and delivered a deadly 44kg (95 lb) round, equally capable of knocking out a tank or machine-gun position.

A Motorised Heavy Artillery Battery does not use the Hitler's Guards special rule.



VOLKS SUPPORT PLATOON

MOTIVATION AND SKILL

The Seventh Army's rocket artillery was hastily-raised from men previously thought unfit for duty. 9. Volksgrenadierdivision and 19. Volksgrenadierdivision were newly raised and inexperienced units that also supported the brigades. They are rated as **Reluctant Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

VOLKS ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 15cm NW41	135 points
3 15cm NW41	70 points
6 21cm NW42	160 points
3 21cm NW42	85 points
6 30cm NW42	195 points
3 30cm NW42	100 points

OPTION

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

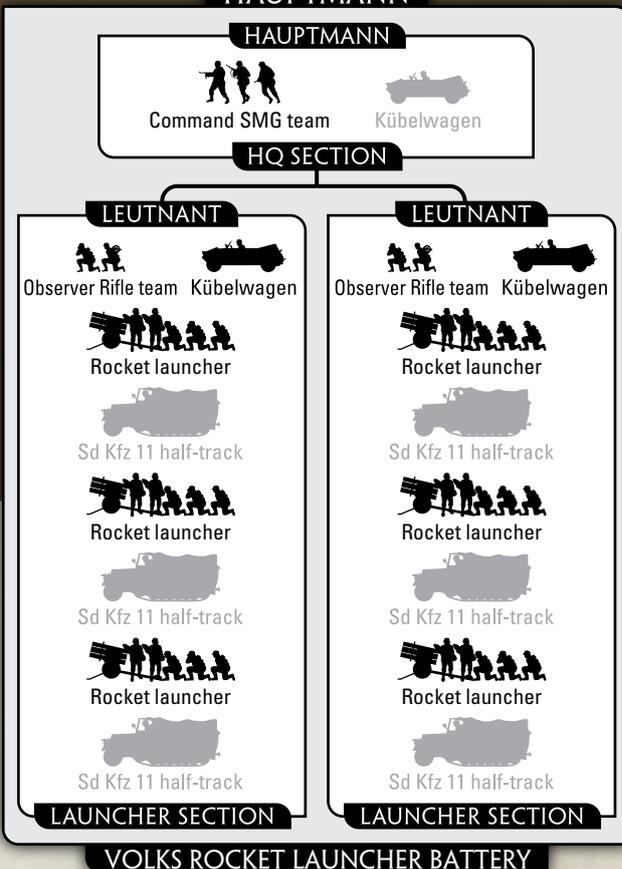
SUPER-HEAVY ROCKETS

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

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

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

HAUPTMANN



VOLKS ROCKET LAUNCHER BATTERY

A Volks Rocket Launcher Battery does **not** use the Hitler's Guards special rule.



VOLKSGRENADIER SCHÜTZEN PLATOON

PLATOON

HQ Section with:

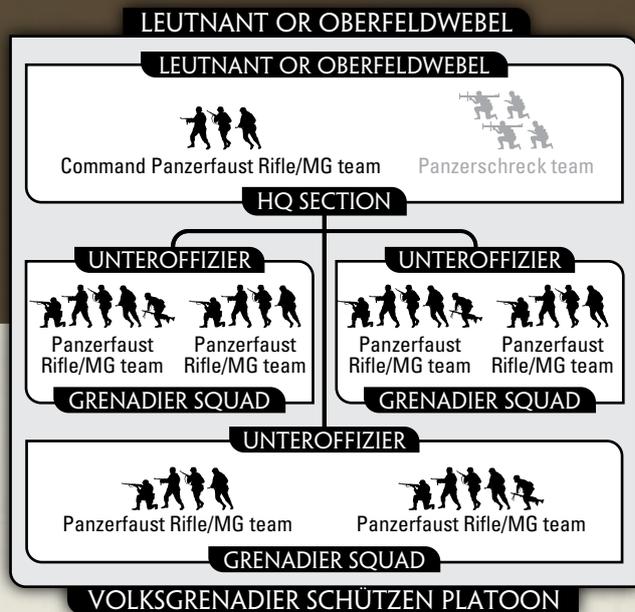
3 Grenadier Squads

130 points

OPTION

- Add a Panzerschreck team for +20 points.

On 21 December, 294. Volksgrenadierregiment, 18. Volksgrenadierdivision captured St. Vith. The regiment assaulted the Prumerberg heights, punched a hole through the lines of the dug-in infantry of CCB, 7th Armored Division, and advanced down the road into St. Vith. They were soon followed by Volksgrenadiers from 62. Volksgrenadierdivision. The taking of St. Vith then allowed the *Fuhrer Begleit Brigade* to pursue the retreating Americans.



VOLKSGRENADIER STURM PLATOON

PLATOON

HQ Section with:

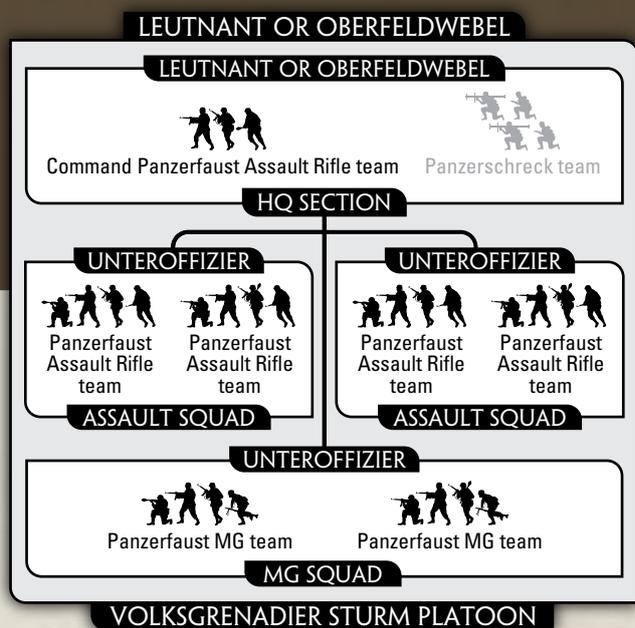
2 Assault Squads and 1 MG Squad

160 points

OPTION

- Add a Panzerschreck team for +20 points.

During their attack on Heiderscheid on Christmas Eve 79. Volksgrenadierdivision were supported by mixed tanks from the *Fuhrer Grenadier Brigade*. Their attack almost succeeded. However, a well timed American artillery barrage caught many of the Volksgrenadiers in the open and they were forced to retire. In the following day they repelled several attacks by the US 80th Infantry Division, forcing the American to call off their attack.



GERMAN 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 J <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. <i>Slow traverse.</i>
Panzer IV/70 (A) <i>7.5cm KwK42 gun</i>	Slow Tank <i>32"/80cm</i>	8 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. <i>Hull mounted.</i>
Panzer IV/70 (V) <i>7.5cm KwK42 gun</i>	Slow Tank <i>32"/80cm</i>	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. <i>Hull mounted.</i>
Panther G <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.
StuG G (late) <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Co-ax MG, 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>Hull mounted, Breakthrough gun, Smoke.</i>
INFANTRY SUPPORT					
Sd Kfz 251/1 D (Stuka) <i>28cm s W40 rocket launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Hull MG. <i>Hull mounted, Stuka zu Fuss.</i>
Sd Kfz 251/2 D (8cm) <i>8cm GW34 mortar</i> <i>Firing Bombardment</i>	Half-tracked <i>24"/60cm</i> <i>40"/100cm</i>	1 2 -	0 2 2	0 3+ 6	AA MG. <i>Hull mounted, Smoke, Portee, Minimum range 8"/20cm.</i> <i>Smoke bombardment.</i>
Sd Kfz 251/9 D (7.5cm) <i>7.5cm KwK37 gun</i>	Half-tracked <i>24"/60cm</i>	1 2	0 9	0 3+	Co-ax MG. <i>Hull mounted.</i>
Sd Kfz 251/16 D (Flamm) <i>Two 1.4cm Flammenwerfer</i>	Half-tracked <i>4"/10cm</i>	1 3 (each)	0 -	0 6	Hull MG. <i>Side mounted, Flame-thrower.</i>
Grille K <i>15cm sIG33 gun</i> <i>Firing Bombardment</i>	Standard Tank <i>16"/40cm</i> <i>56"/140cm</i>	0 1 -	0 13 4	0 1+ 2+	AA MG. <i>Hull mounted, Bunker buster.</i>
ARTILLERY (SP)					
Wespe <i>10.5cm leFH18M howitzer</i> <i>Firing Bombardment</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	1 10 4	0 2+ 4+	AA MG, Protected ammo. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>
Hummel <i>15cm sFH18 howitzer</i> <i>Firing Bombardment</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 1 -	1 13 5	0 1+ 2+	AA MG, Protected ammo. <i>Hull mounted, Bunker buster, Smoke.</i> <i>Smoke bombardment.</i>
Panzer III OP	Standard Tank	5	3	1	Hull MG.
ANTI-AIRCRAFT					
Sd Kfz 251/21 D (15mm) FlaK <i>MG151/15 gun</i>	Half-tracked <i>16"/40cm</i>	1 6	0 4	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	Gun shield. <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>
Armoured Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	1 6	1 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/60cm</i>	- 4	- 6	- 4+	Gun shield. <i>Anti-aircraft.</i>
Möbelwagen (3.7cm) <i>3.7cm FlaK43 gun</i>	Standard Tank <i>24"/60cm</i>	0 4	0 6	0 4+	<i>Anti-aircraft.</i>
Wirbelwind (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Standard Tank <i>16"/40cm</i>	3 6	1 5	0 5+	Hull MG. <i>Anti-aircraft.</i>
MOTORCYCLE RECONNAISSANCE					
Schwimmwagen team	Jeep	-	-	-	Motorcycle reconnaissance, Amphibious, Dismount as Panzerfaust MG team.
<i>When firing as MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>Hull mounted, Vehicle MG.</i>
<i>When firing as Panzerfaust</i>	<i>4"/10cm</i>	<i>1</i>	<i>12</i>	<i>5+</i>	<i>Awkward layout.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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.
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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Pioneer teams are rated as Tank Assault 4.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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MACHINE-GUNS

MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
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MORTARS

8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm. Smoke bombardment.
Firing bombardments		40"/100cm	-	2	6	
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	

INFANTRY GUNS

15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Gun shield, Bunker buster.
Firing bombardments		56"/140cm	-	4	2+	

ANTI-AIRCRAFT GUNS

8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
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ANTI-TANK GUNS

7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
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ARTILLERY

10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke. Smoke bombardment.
Firing bombardments		72"/180cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke. Smoke bombardment.
Firing bombardments		80"/200cm	-	5	2+	
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.
30cm NW42 rocket launcher	Light	56"/140cm	-	3	1+	Rocket launcher, Super-heavy Rockets.

TRANSPORT TEAMS

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

TRUCKS & TRACTORS

Kübelwagen jeep or Kfz 15 field car	Jeep	-	-	-	
Schwimmwagen jeep	Jeep	-	-	-	Amphibious.
Opel Blitz or Kfz 68 truck	Wheeled	-	-	-	
Sd Kfz 7 or Sd Kfz 11 half-track	Half-tracked	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/7 D (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/17 D (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	1 4	0 5	0 5+	Carry 1 Passenger, Passenger-fired AA MG. Anti-aircraft.

RECOVERY VEHICLES

Bergepanzer III recovery vehicle	Standard Tank	5	3	0	AA MG, Recovery vehicle.
Bergepanther recovery vehicle	Standard Tank	10	5	0	AA MG, Wide tracks, Recovery vehicle.