

# 101. PANZER BRIGADE

## OFFICIAL BRIEFING

PANZER BRIGADES ON THE EASTERN FRONT



*By Phil Yates*



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# PANZER BRIGADES ON THE EASTERN FRONT

BY PHIL YATES



After the destruction of Army Group Centre in Byelorussia by the Soviet Operation Bagration, there was little left to stop them short of the German border, 600 kilometres to the west. Hitler ordered twelve new panzer brigades created to 'surprise and destroy the attacking armoured spearheads'. The first four of these entered combat on the Eastern Front in late August 1944, launching immediate counterattacks against the Red Army's deepest thrusts.

When the Red Army launched its counteroffensive after the Battle of Kursk in August 1943, the German Army had little to stop it. The much vaunted panzer divisions had worn themselves out attacking the Soviet defences around Kursk, leaving the new Panther and Tiger battalions being rushed to the front as the only significant armoured forces. A number of *Kampfgruppen*, ad hoc battlegroups, were formed around these battalions and the remains of various panzer divisions under the command of experienced panzer leaders. Wherever they were employed these powerful battlegroups halted and threw back the Red Army's thrusts.

It was natural then, when the Red Army launched Operation Bagration on 22 June 1944, that the German Army would attempt to recreate their success in halting the Soviet rampage. The idea was mooted by Hitler on 2 July, and by 11 July orders had been issued to form twelve new panzer brigades. The first four were to be ready in just over one month. Bearing in mind that a panzer division was usually given six months to rebuild after being mauled at the front, the timetable for creating whole new units was incredibly short. The Army had suggested rushing refitting panzer divisions back to the front, but Hitler had insisted on forming new units instead.



The first of these was *101. Panzerbrigade* under the command of the highly decorated *Generalmajor* Hyacinth Graf von Strachwitz und Camminetz (Major-general Hyacinth Count of Strachwitz and Camminetz), known as the *Panzergraf* or 'Panzer Count'. Von Strachwitz was awarded the Knight's Cross with Swords as commander of the *Grossdeutschland* (Greater Germany) Panzer Regiment, the lowest ranking officer given the award at the time, and was then the third Army officer to be awarded the Knight's Cross with Diamonds for the relief of the Cherkassy Pocket.

The core of the brigade was *2101. Panzerabteilung* (2101<sup>st</sup> Armoured Battalion) equipped with 36 Panther tanks. It was planned to equip the battalion with a light company equipped with Panzer IV/70 self-propelled guns as well, but these had not yet been produced. The brigade's other battalion was the small *2101 Panzergrenadierbataillon* (2101<sup>st</sup> Armoured Infantry Battalion) with two companies mounted in Sd Kfz 251 armoured half-tracks and a company of mortars and assault guns. The resulting battlegroup was equipped with the best Germany had to offer, but had less than half the number of Panther tanks and armoured half-tracks of a Panzer division, not to mention lacking the Panzer IV tanks, motorised infantry, and artillery that made up the bulk of the division.

On 18 August, 1944, three days after its hasty formation, *101. Panzerbrigade* went into combat as *Panzerverband von Strachwitz* (Armoured Unit von Strachwitz) alongside *SS-Panzerbrigade Gross*, an even more hastily-formed group of SS training units. The Soviet offensive had reached the Baltic Sea coast just west of Riga in Latvia, cutting off the German Sixteenth and Eighteenth Armies. High Command had ordered Operation *Doppelkopf* (Doubled Head), an attack by the *Panzerverband* and six armoured divisions under the

39<sup>th</sup> and 40<sup>th</sup> Panzer Corps of the Third Panzer Army to cut off the Soviet spearhead and re-open communications with the trapped armies.

*Panzerverband von Strachwitz* was given the northern-most position, attacking from Frauenberg (now Saldus) towards Tukums where it would link up with an attack by Sixteenth Army. The other six divisions were to attack from Lithuania up the main road from Tauroggen (now Tauragė) through Schaulen (Siauliai) to Mitau (Jelgava), cutting off the Soviet 2<sup>nd</sup> Guards Army. This route added 100 km (60 miles) to the distance they needed to cover, but would clear the main road and railway line to Riga.

Von Strachwitz punched through the Soviet 51<sup>st</sup> Army to link up with Sixteenth Army the next day, then moved south to retake Mitau (Jelgava). The attacks by 39<sup>th</sup> and 40<sup>th</sup> Panzer Corps were not as successful. While the Germans had been bringing up their armoured divisions, the Red Army had reinforced its positions with the 5<sup>th</sup> Guards Tank Army. The reinforced defences stopped all of the German divisions after advances of just six to twenty kilometres (four to twelve miles). The German attacks were called off and much of the ground won was given up.



## THE RELIEF OF ARMY GROUP NORTH, AUGUST 1944



# 101. PANZERBRIGADE

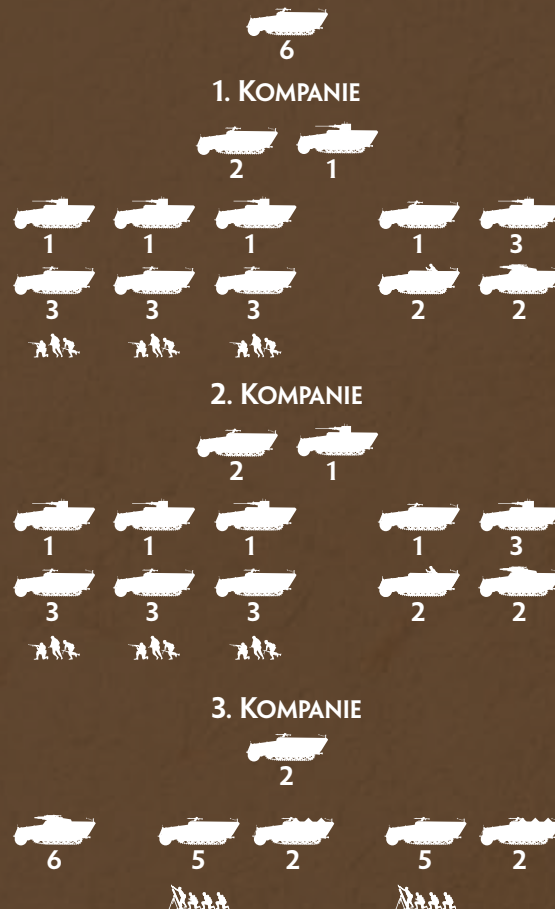
## PANZERBRIGADE HQ



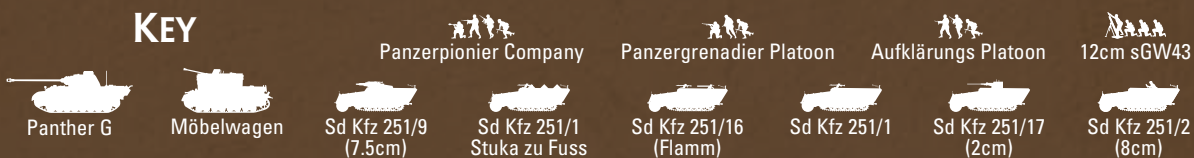
## 2101. PANZERABTEILUNG



## 2101. PANZERGRENADIER-BATAILLON



## KEY





The Red Army, thinking that the Germans had given up, withdrew the 5<sup>th</sup> Guards Tank Army, only to be caught by surprise when the German Third Army launched a concentrated attack from Doblen (Dobele) a week later. This succeeded in widening von Stachwitz's corridor to 30km, but left the highway and rail line in Soviet hands.

On 24 August, *Oberst* (Colonel) Meinrad von Lauchert took over from von Strachwitz, who had been injured in a car crash. *Panzerverband von Lauchert* as it was now known, moved north into Estonia, defending Tartu near Lake Peipus. When the Red Army launched their operation to clear Estonia on 17 September, the *Panzerverband* formed the rearguard as the German Army Group Narva was evacuated through Pernau, finally leaving on 26 September. When it arrived back in Riga, the *SS-Panzerbrigade Gross* was disbanded, leaving 101. *Panzerbrigade* to fight on alone.

Now just a shadow of its former self, the panzer brigade formed the rearguard in early October, fighting across the old battlefields of Schaulen, Kelmė, and south to Tauroggen, counterattacking at Skaudvilė and Kvederne on the 8 and 9 October. Retreating through Tilsit (Sovetsk), it fought at Goldap, Wirballen (Virbalis) and Nemmersdorf (Mayakovskoye) on the East Prussian border in mid October. By this time the brigade was almost completely destroyed and at the end of the month, the survivors were used to reform the 20<sup>th</sup> Panzer Division.

Despite its small size, 101. *Panzerbrigade* had formed an important part of the German defence of the Baltic States at a critical time, vindicating the panzer brigade concept in combat against the Red Army.



# PANZERKOMPANIE

ARMoured COMPANY  
TANK COMPANY

## MOTIVATION AND SKILL

With the Red Army on the borders of East Prussia, it is do-or-die time for the German Army. Despite its hasty formation, the new Panzerbrigade is performing well, throwing back the Russian spearheads wherever it fights. The Panzerkompanie is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

### HEADQUARTERS



Panzerkompanie HQ

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

COMBAT PLATOONS

### ARMOUR



Panther Platoon

### ARMOUR



Panther Platoon

### ARMOUR



Panther Platoon

WEAPONS PLATOONS

### ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

VERBAND SUPPORT PLATOONS

### INFANTRY



Panzer Grenadier Platoon

### INFANTRY



Panzerpionier Platoon

Aufklärungs Platoon

Volksgrenadier Platoon

SS-Grenadier Platoon

### ARTILLERY



Naval Gunfire Support

SS-Artillery Battery

### AIRCRAFT



Air Support

## REICH DIVIDED



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



## HEADQUARTERS

### PANZERKOMPANIE HQ

#### HEADQUARTERS

2 Panther A or G

290 points

101. *Panzerbrigade* is equipped with the latest model of the Panther tank, the steel core of the battlegroups that were so successful against Soviet spearheads earlier in the year.



## COMBAT PLATOONS

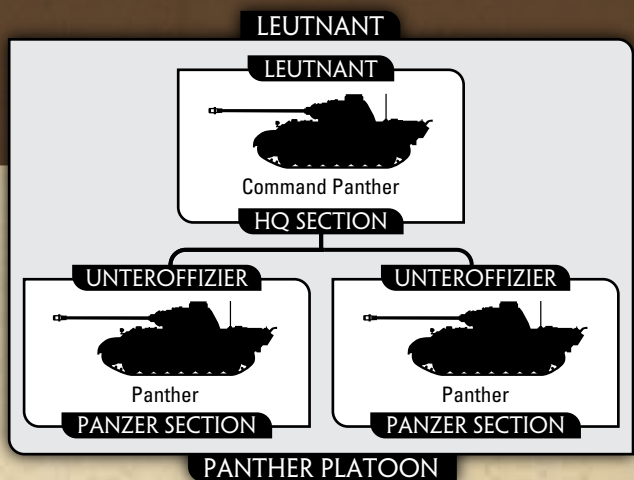
### PANTHER PLATOON

#### PLATOON

3 Panther A or G

430 points

The Panther tank has shown itself to be Germany's best tank. As long as it can control the pace of the battle, the Panther's armour and gun are as effective as those on the heavy Tiger tank, and its mobility is far better. Even in the hands of newly-trained crews, the Panther gives an excellent account of itself against the Red Army's T-34 tanks, and can out manoeuvre the heavy IS-2 tanks to defeat them in detail.



## WEAPONS PLATOONS

### ANTI-AIRCRAFT GUN PLATOON

#### PLATOON

4 Möbelwagen (3.7cm)

170 points

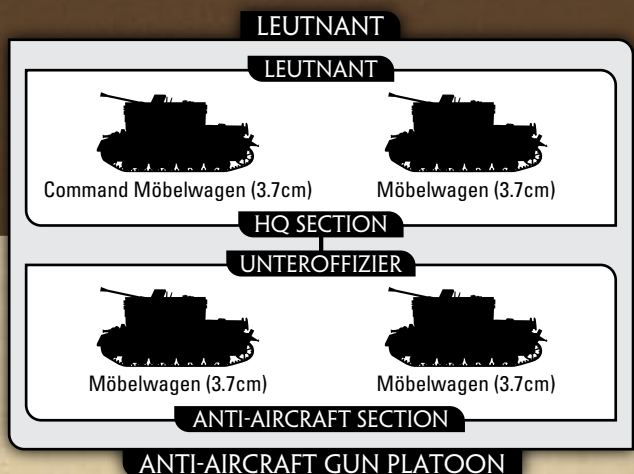
3 Möbelwagen (3.7cm)

130 points

2 Möbelwagen (3.7cm)

90 points

The Allied bombing campaign against Germany has drawn the fighter force back to defend the homeland, stripping the front lines of air cover. The Red Air Force is responding with increasingly vigorous air strike against the panzers. The boxy sides of the *Möbelwagen* (Furniture Van) anti-aircraft tank disguise its deadly 3.7cm anti-aircraft gun, an effective weapon to keep the Red attack aircraft at bay.



# PANZERGRENADIERKOMPANIE

ARMoured GRENADEIER COMPANY  
MECHANISED COMPANY

## MOTIVATION AND SKILL

Fully equipped with armoured half-tracks, the panzer grenadiers of the new panzer brigade form a small, but potent, infantry strike force. With the fate of Germany in their hands, these brave soldiers are determined to do their duty, being rated as **Confident Trained**.

RELUCTANT CONSCRIPT

CONFIDENT TRAINED

FEARLESS VETERAN

HEADQUARTERS

### HEADQUARTERS



Panzergrenadier-kompanie HQ

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

COMBAT PLATOONS

### INFANTRY



Panzergrenadier Platoon

### INFANTRY



Panzergrenadier Platoon

### INFANTRY



Panzergrenadier Platoon

### ARTILLERY



Heavy Platoon

WEAPONS PLATOONS

### ARTILLERY



Mortar Platoon

### ARMOUR



Cannon Platoon

VERBAND SUPPORT PLATOONS (Choose one platoon from each box)

### ARMOUR



Panther Platoon

SS-Panzer Platoon

### ARMOUR



Panther Platoon

### INFANTRY



Panzerpionier Platoon

Aufklärungs Platoon

Volksgrenadier Platoon

SS-Grenadier Platoon

### FLAME-THROWERS



Armoured Flame-thrower Platoon

### ARTILLERY



Naval Gunfire Support

SS-Artillery Battery

### AIRCRAFT



Air Support

## REICH DIVIDED



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



## HEADQUARTERS

### PANZERGRENADIER-KOMPANIE HQ

#### HEADQUARTERS

Company HQ

65 points

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

#### HAUPTMANN

##### HAUPTMANN



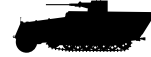
Company Command  
Panzerfaust SMG team



2iC Command  
Panzerfaust SMG team



Sd Kfz 251/1 D half-track



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

##### COMPANY HQ

#### PANZERGRENADIERKOMPANIE HQ

## COMBAT PLATOONS

### PANZERGRENADIER PLATOON

#### PLATOON

HQ Section with:

3 Panzergrenadier Squads

220 points

2 Panzergrenadier Squads

160 points

#### OPTION

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

*Panzergrenadier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.*

*An Sd Kfz 251/17 D (2cm) half-track is a Tank team, but can carry one Passenger team as if it was a Transport team.*

The panzer grenadier platoons have large numbers of *Panzerfaust* anti-tank launchers, allowing them to take on the Red Army's tank hordes. Their Sd Kfz 251/17 D anti-aircraft half-track neutralises the Red Air Force as well.

#### 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

##### PANZERGRENADIER SQUAD

##### UNTEROFFIZIER



Panzerfaust  
MG team



Panzerfaust  
MG team



Sd Kfz 251/1 D half-track

##### PANZERGRENADIER SQUAD

##### UNTEROFFIZIER



Panzerfaust MG team



Panzerfaust MG team



Sd Kfz 251/1 D half-track

##### PANZERGRENADIER SQUAD

#### PANZERGRENADIER PLATOON





## PANZERGRENADIER HEAVY PLATOON

### PLATOON

HQ Section with:

Machine-gun Section

185 points

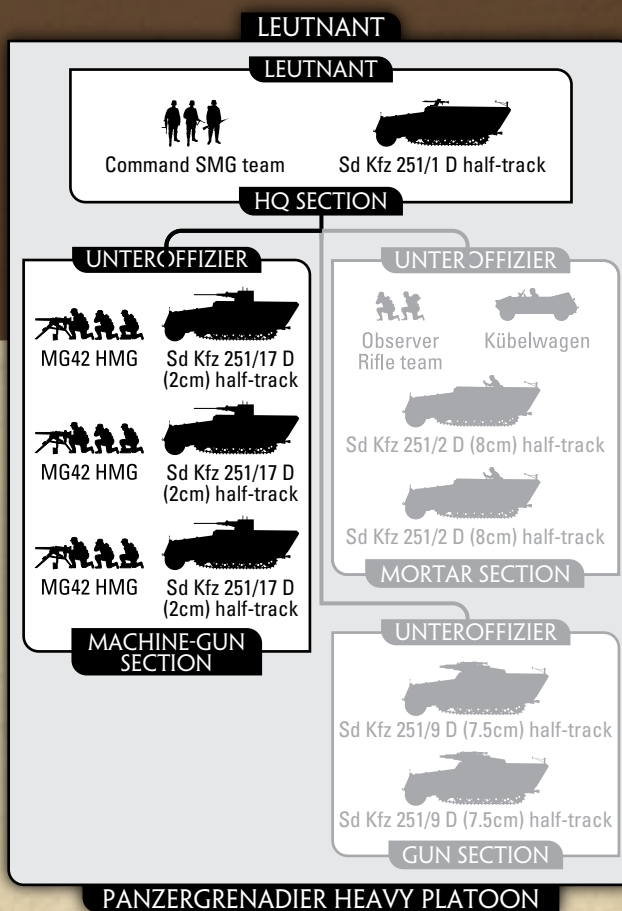
### OPTIONS

- Add Mortar Section for +60 points.
- Add Gun Section for +60 points.

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

*An Sd Kfz 251/17 D (2cm) half-track is a Tank team, but can carry one Passenger team as if it was a Transport team.*

The brigade's *Panzergrenadier Bataillon* is small, but well designed. The two infantry companies each have their 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 panzergrenadier platoons as needed. The assault guns are ideal for knocking out enemy machine-guns. The mortars pin down the enemy before assaults, and the heavy machine-guns massacre enemy attacks.



# WEAPONS PLATOONS

## MORTAR PLATOON

### PLATOON

HQ Section with:

4 12cm sGW43

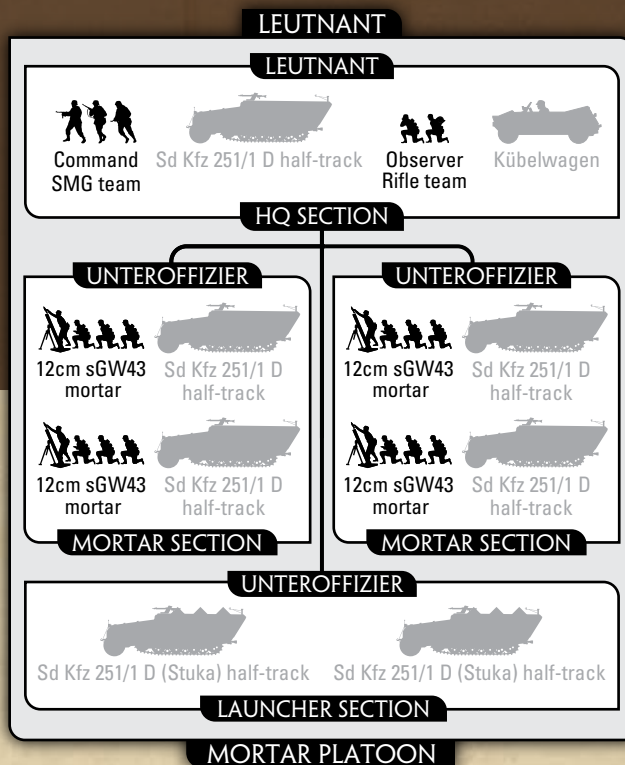
120 points

### OPTIONS

- Add Sd Kfz 251/1 D half-tracks and Kübelwagen for +25 points for the platoon.
- Add up to two Sd Kfz 251/1 D (Stuka) half-tracks for +35 points per half-track.

*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 brigade's only integral artillery is the two platoons is the two platoons of heavy mortars in the battalion's heavy weapons company.



## CANNON PLATOON

### PLATOON

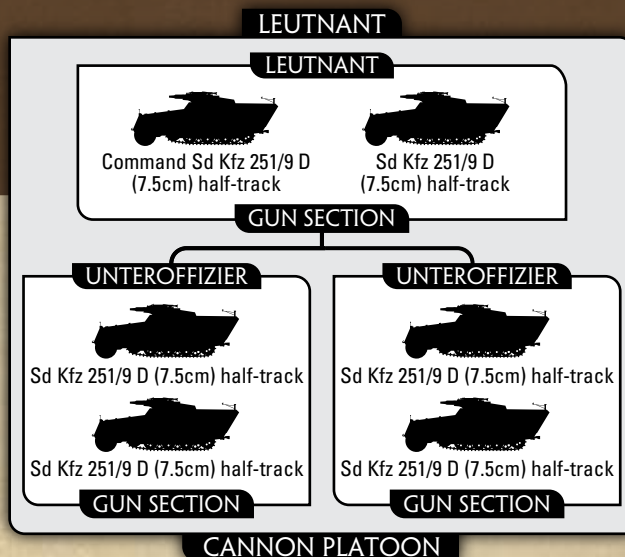
6 Sd Kfz 251/9 D (7.5cm)

185 points

4 Sd Kfz 251/9 D (7.5cm)

125 points

The infantry'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.



# VERBAND SUPPORT

## MOTIVATION AND SKILL

101. Panzerbrigade has a scout platoon and a small pioneer company to support the tanks and infantry. Like the rest of the brigade, and the Volksgrenadiere they fought with, they make up for their lack of combat experience with determination, and are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## PANZERPIONIER PLATOON

### PLATOON

HQ Section with:

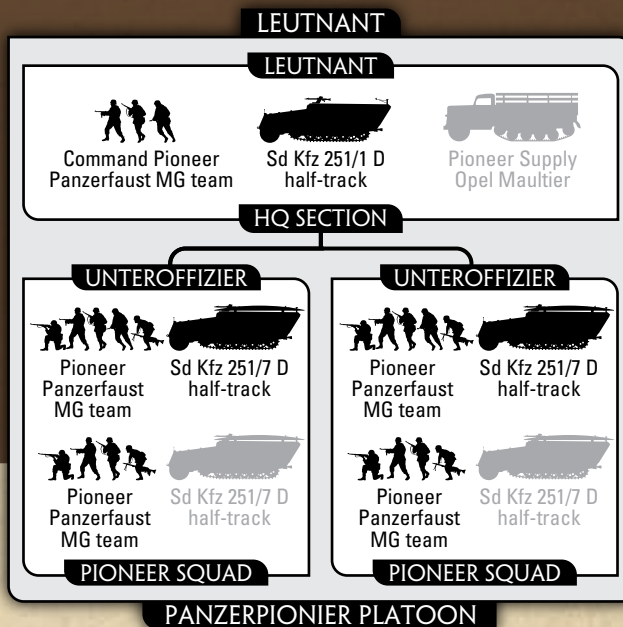
2 Pioneer Squads

160 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 +15 points for the platoon.
- Add Pioneer Supply 3-ton Maultier for +30 points.

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



## ARMoured FLAME-THROWER PLATOON

### PLATOON

6 Sd Kfz 251/16 D (Flamm)

240 points

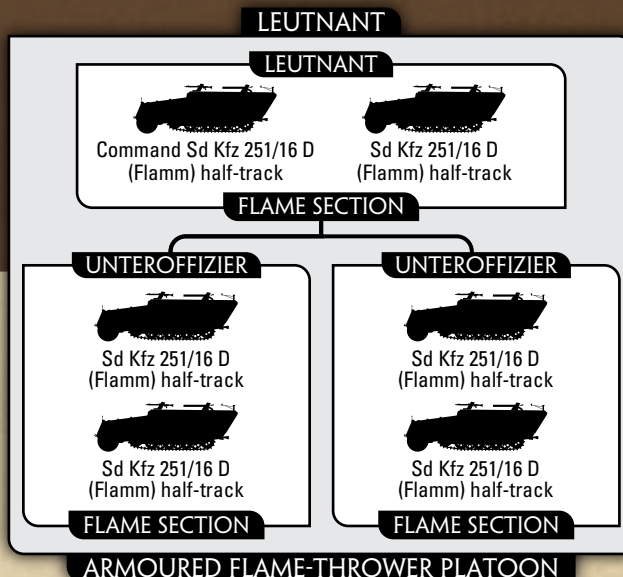
4 Sd Kfz 251/16 D (Flamm)

160 points

2 Sd Kfz 251/16 D (Flamm)

80 points

The brigade pioneer company has a platoon of armoured assault engineers backed up by a whole platoon of armoured flame-throwers. The Sd Kfz 251/16 flame-throwing half-track mounts two flame-throwers, one on each side of the vehicle. They race up to an enemy position, smother the opposition in flame, and pull back as the panzer grenadiers roll in to mop up the remains.



## AUFKLÄRUNGS PLATOON

### PLATOON

HQ Section with:

3 Aufklärungs Squads

215 points

2 Aufklärungs Squads

155 points

### OPTIONS

- Replace Command Panzerfaust MG team with Command Panzerfaust SMG team at no cost.
- Add an additional Sd Kfz 251/1 D half-track to each squad for +10 points per half-track.

*Aufklärungs Platoons may use the Mounted Assault special rule on page 243 of the rulebook.*

The panzer brigade lacks a long-distance reconnaissance element, relying on the *Aufklärungs* (Scout) platoon as a coup de main force to seize critical ground ahead of the main body. Fortunately, the Red Army doesn't undertake a lot of reconnaissance, so rapid attacks into their spearheads don't run into too many surprises.



### LEUTNANT

#### LEUTNANT

Command Panzerfaust MG team

Sd Kfz 251/1 D half-track

### HQ SECTION

#### UNTEROFFIZIER

Panzerfaust MG team

Panzerfaust MG team

Sd Kfz 251/1 D half-track

Sd Kfz 251/1 D half-track

### AUFKLÄRUNGS SQUAD

#### UNTEROFFIZIER

Panzerfaust MG team

Panzerfaust MG team

Sd Kfz 251/1 D half-track

Sd Kfz 251/1 D half-track

### AUFKLÄRUNGS SQUAD

#### UNTEROFFIZIER

Panzerfaust MG team

Panzerfaust MG team

Sd Kfz 251/1 D half-track

Sd Kfz 251/1 D half-track

### AUFKLÄRUNGS SQUAD

### AUFKLÄRUNGS PLATOON

## VOLKSGRENADIER PLATOON

### PLATOON

HQ Section with:

2 Assault Squads and 1 MG Squad

210 points

When the Red Army launched its offensive against Memel, the attacked a weak section of the line defended by three *Volksgranadier* (People's Grenadier) divisions with no armour and little artillery in support. These newly-formed divisions rely on massed firepower, including the new StG44 assault rifle, to offset their lack of numbers.

The *Volksgranadiere* fought hard, but were pressed back, and their lines broken. *Panzerverband* von Lauchert is amongst the first armoured forces to race to their support.

### LEUTNANT

#### LEUTNANT

Command Panzerfaust Assault Rifle team

### HQ SECTION

#### UNTEROFFIZIER

Panzerfaust MG team

Panzerfaust MG team

### MG SQUAD

#### UNTEROFFIZIER

Panzerfaust Assault Rifle team

Panzerfaust Assault Rifle team

### ASSAULT SQUAD

#### UNTEROFFIZIER

Panzerfaust Assault Rifle team

Panzerfaust Assault Rifle team

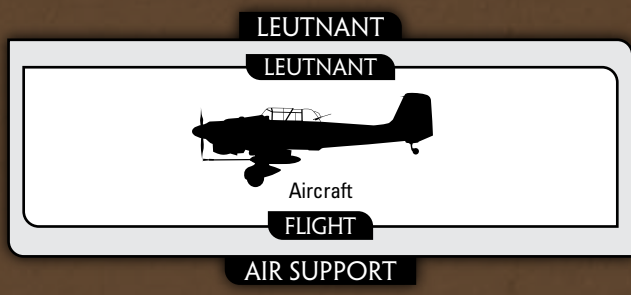
### ASSAULT SQUAD

### VOLKSGRENADIER PLATOON

## AIR SUPPORT

### SPORADIC AIR SUPPORT

HS 129B	115 points
HS 129B3	115 points
Ju 87D Stuka	100 points
Ju 87 G Stuka	100 points



When the situation in the Baltic States became desperate, the *Luftwaffe* (Air Force) sent Hans Rudel, their top tank-killer ace, and their best ground-attack units to slow down the Soviet advance and support the panzer counterattacks.

## NAVAL GUNFIRE SUPPORT

### NAVAL GUNFIRE SUPPORT

Prinz Eugen	200 points
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### NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an Observer Rifle team that can spot for an artillery battery of four Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team.

Weapon	Range	ROF	Anti-Tank	Firepower
Naval Guns	-	-	6	1+



The *Kriegsmarine* (Navy) supported *Panzerverband* von Strachwitz' attack at Tukums with long-rang naval gun fire from the 200mm (8") guns of the heavy cruiser, the *Prinz Eugen*, famous for its role in the *Bismarck*'s last cruise.

# SS SUPPORT PLATOONS

## MOTIVATION AND SKILL

The soldiers of SS-Panzerbrigade Gross have been pulled out of training schools to form emergency combat units. They lack in experience, but are thoroughly indoctrinated with Nazi ideology and will fight fanatically to defend their land. SS Support Platoons rated as **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

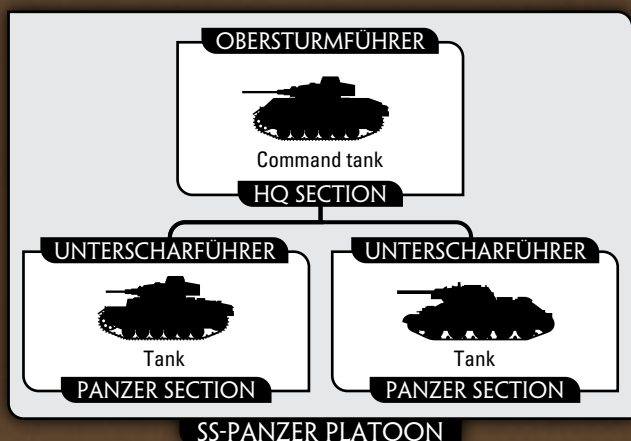
## SS-PANZER PLATOON

### PLATOON

3 Panzer III L or M	180 points
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### OPTIONS

- Replace up to one Panzer III L or M tank with a Panzer III J (Early) tank for -15 points.
- Replace up to one Panzer III L or M tank with a Panzer III N tank for -10 points.
- Replace up to one Panzer III L or M tank with a Panzer IV G tank for +10 points.
- Replace any or all Panzer III L or M tanks with Panzer IV J tanks for +15 points per tank, with Panther G tanks for +105 points per tank, with StuG G assault guns for +25 points per assault gun, with T-34 obr 1942 tanks for +5 points per tank, or with T-34/85 obr 1943 tanks for +30 points per tank.



Panzer III J, L, M, or N tanks and Panzer IV G tanks in the SS-Panzer Platoon are Unreliable.

SS-Panzerbrigade Gross includes a scratched-together armoured battalion of two companies, both initially equipped with worn-out training tanks. As the campaign progressed, they picked up a wide variety of other tanks.

## SS-GRENADIER PLATOON

### PLATOON

HQ Section with:

3 Rifle Squads

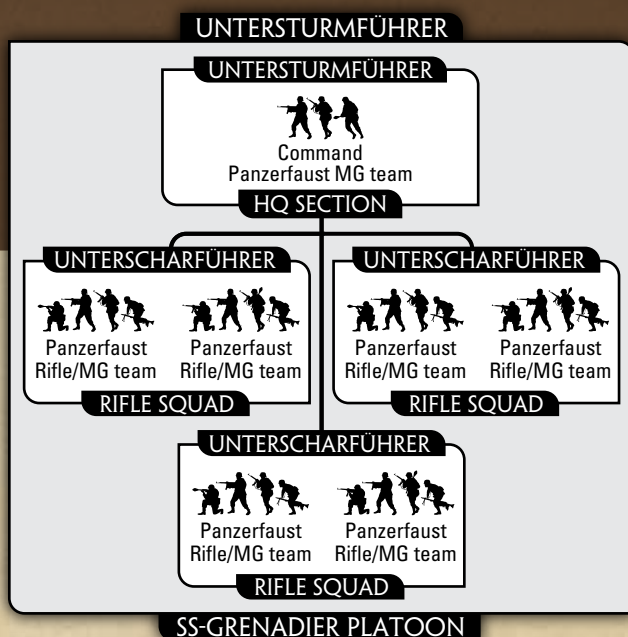
200 points

2 Rifle Squads

145 points

*SS-Panzerbrigade Gross* also included two battalions of infantry from SS training schools. Like the troops of *101. Panzerbrigade*, the troops are determined to protect Germany from the Red Menace, and make up for their lack of experience with fanatical determination.

Facing large numbers of Soviet tanks, they are heavily-armed with *Panzerfaust* anti-tank launchers, a form of one-shot bazooka. The *Panzerfaust* may have a short range, but it is devastating to tanks and ideal for the defence of their homeland.



## SS-ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 10.5cm leFH18

185 points

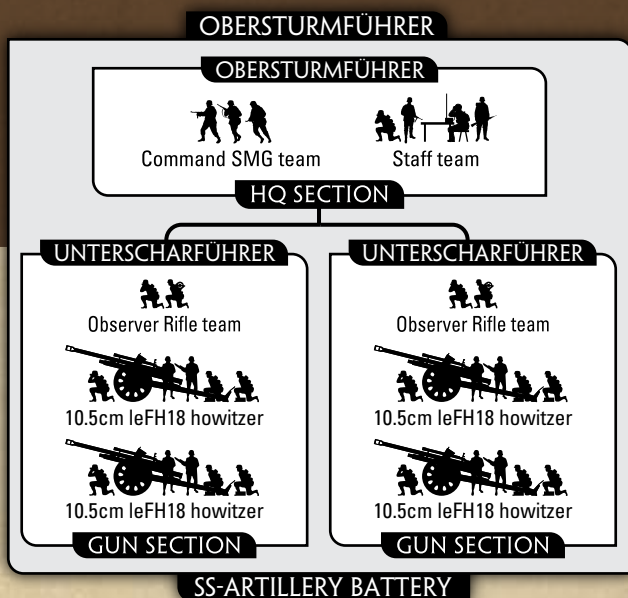
2 10.5cm leFH18

100 points



*Panzerverband von Strachwitz* included two batteries of artillery from the Latvian *19. Waffengrenadierdivision der SS (Lettische Nr. 2)*, the 19<sup>th</sup> (2<sup>nd</sup> Latvian) Armed SS-Grenadier Division, formed from a mix of Latvian volunteers and conscripts.

Having suffered horribly under the Soviet occupation in 1940 and 1941, their attitude was 'first we'll beat the Russians, then we'll beat the Germans', an echo of their fight for independence after the First World War.



# GERMAN ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
<b>TANKS</b>					
Panzer III J (early) <i>5cm KwK gun</i>	Standard Tank <i>24"/60cm</i>	5 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III L or M <i>5cm KwK39 gun</i>	Standard Tank <i>24"/60cm</i>	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panzer III N <i>7.5cm KwK37 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. <i>Smoke.</i>
Panzer IV G <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	5 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
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>
Panther A or 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 <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>

## CAPTURED TANKS

T-34 obr 1942 (captured) <i>7.62cm KwK(r) gun</i>	Standard Tank <i>32"/80cm</i>	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Wide tracks, Limited vision, Unreliable.
T-34/85 obr 1943 (captured) <i>8.5cm KwK(r) gun</i>	Standard Tank <i>32"/80cm</i>	7 2	5 12	1 3+	Co-ax MG, Hull MG, Unreliable.

## INFANTRY GUNS (SP)

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"/120cm.</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>
Sd Kfz 251/17 D (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	1 4	0 5	0 5+	Carry 1 Passenger, Passenger-fired AA MG. <i>Anti-aircraft.</i>
Sd Kfz 251/1 D (Stuka) half-track <i>28cm sW40 Rocket Launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Hull MG. <i>Hull mounted, Stuka zu Fuss.</i>

## ANTI-AIRCRAFT

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>
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## 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.
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
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

## TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
Kübelwagen jeep	Jeep	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
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.

## 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.
Hs 129B3	Cannon	4+	15	3+	Flying tank, No HE.
	MG	3+	6	5+	

## NAVAL GUNFIRE SUPPORT

Weapon	Range	ROF	Anti-tank	Firepower
Prinz Eugen	-	-	6	1+



German heavy cruiser Prinz Eugen.  
Photo from Brent Jones collection,  
[www.mighty90.com](http://www.mighty90.com)