

# PANZERPIONIER

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR A GERMAN  
GEPANZERTE PANZERPIONIERKOMPANIE & PANZERPIONIERKOMPANIE



**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME



# Gepanzerte Panzerpionierkompanie

ARMoured PIONEER COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



Gepanzerte Panzerpionierkompanie HQ

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

COMBAT PLATOONS

## INFANTRY



Gepanzerte Panzerpionier Platoon

## INFANTRY



Gepanzerte Panzerpionier Platoon

## INFANTRY



Gepanzerte Panzerpionier Platoon

WEAPONS PLATOONS

## INFANTRY



Panzerpionier Platoon

DIVISION SUPPORT PLATOONS

## ARMOUR



- Panzer Platoon 6
- Heavy Tank Platoon 6
- Radio-control Tank Platoon 7

## ARMOUR



- Assault Gun Platoon 7
- Tank-hunter Platoon 8
- Anti-tank Gun Platoon 8

## INFANTRY



- Gepanzerte Panzergrenadier Platoon 9
- Panzergrenadier Platoon 9
- Aufklärungs Platoon 10
- Gepanzerte Aufklärungs Platoon 10
- Fallschirmjäger Platoon 11

## RECONNAISSANCE



- Panzerspäh Patrol 14

## ARTILLERY



- Motorised Artillery Battery 11
- Armoured Artillery Battery 12

## ARTILLERY



- Rocket Launcher Battery 12
- Armoured Rocket Launcher Battery 13

## ANTI-AIRCRAFT



- Anti-aircraft Gun Platoon 14

## ANTI-AIRCRAFT



- Heavy Anti-aircraft Gun Platoon 14

## AIRCRAFT



- Air Support 13

### MOTIVATION AND SKILL

A Panzer division's gepanzerte, or armoured, pioneers mount their best men in armoured half-tracks to allow them to keep pace with tanks in an attack. A Gepanzerte Panzerpionierkompanie is rated as **Confident Veteran**.

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

## HEADQUARTERS

### GEPA NZERTE PANZERPIONIERKOMPA NIE HQ

#### HEADQUARTERS

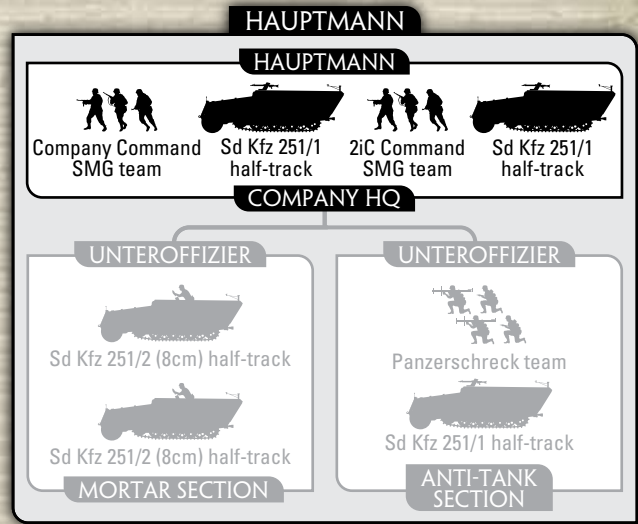
Company HQ 65 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add a Mortar Section for +85 points.
- Add an Anti-tank Section for +35 points.

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

The engineers of the *Gepanzerte Panzerpionierkompanie* are heavily-armed assault specialists. They have more firepower per man than any other infantry force, so besides clearing obstacles they will lead the way in close-quarters fighting



*Note: The Infantry teams of the Company HQ are not Pioneer teams, they are too busy commanding for pioneer work.*

## COMBAT PLATOONS

### GEPA NZERTE PANZERPIONIER PLATOON

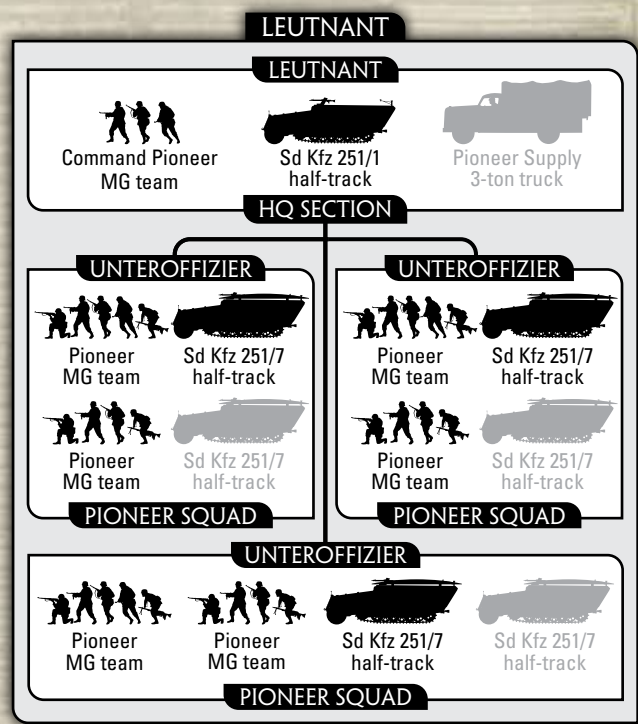
#### PLATOON

HQ Section with  
 3 Pionier Squads 265 points  
 2 Pionier Squads 190 points

#### OPTIONS

- Replace the Command Pioneer MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Equip one Pioneer MG team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add an additional Sd Kfz 251/7 half-track to each squad for +10 points per half-track.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/1 (2.8cm) half-track for +5 points.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.
- Replace any or all Sd Kfz 251/7 half-tracks with Sd Kfz 251/1 (Stuka) half-tracks for +35 points per half-track.

*Only one Gepanzerte Panzerpionier Platoon in your company may be equipped with Sd Kfz 251/1 (Stuka) half-tracks.*



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

*Gepanzerte Panzerpionier Platoons may use the Mounted Assault special rule.*



# Panzerpionierkompanie

PIONEER COMPANY

(INFANTRY COMPANY)

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

HEADQUARTERS

## HEADQUARTERS



Panzerpionierkompanie HQ

5

COMBAT PLATOONS

## INFANTRY



Panzerpionier Platoon

5

## INFANTRY



Panzerpionier Platoon

5

## INFANTRY



Panzerpionier Platoon

5

WEAPONS PLATOONS

## INFANTRY



Gepanzerte Panzerpionier Platoon

3

DIVISION SUPPORT PLATOONS

## ARMOUR



- Panzer Platoon 6
- Heavy Tank Platoon 6
- Radio-control Tank Platoon 7

## ARMOUR



- Assault Gun Platoon 7
- Tank-hunter Platoon 8
- Anti-tank Gun Platoon 8

## INFANTRY



- Gepanzerte Panzergrenadier Platoon 9
- Panzergrenadier Platoon 9
- Aufklärungs Platoon 10
- Gepanzerte Aufklärungs Platoon 10
- Fallschirmjäger Platoon 11

## RECONNAISSANCE



- Panzerspäh Patrol 14

## ARTILLERY



- Motorised Artillery Battery 11
- Armoured Artillery Battery 12

## ARTILLERY



- Rocket Launcher Battery 12
- Armoured Rocket Launcher Battery 13

## ANTI-AIRCRAFT



- Anti-aircraft Gun Platoon 14

## ANTI-AIRCRAFT



- Heavy Anti-aircraft Gun Platoon 14

## AIRCRAFT



- Air Support 13

### MOTIVATION AND SKILL

The bulk of a Panzerdivision's pioneers ride in trucks and take care of enemy obstacles, minefields, and fortifications before the Panzerdivision attacks. A Panzerpionierkompanie is rated as **Confident Veteran**.

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

## HEADQUARTERS

### PANZERPIONIERKOMPANIE HQ

#### HEADQUARTERS

Company HQ 45 points

#### OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +25 points.
- Add Mortar Section for +55 points.
- Add Machine-gun Section for +65 points.

Most of the combat engineers of the Panzerdivision are motorised in trucks. These Panzerpionier companies provide the bulk of the engineering support to the Panzer and Panzergrenadier battalions of the German armoured forces.

*Note: The Infantry teams of the Company HQ are not Pioneer teams, they are too busy commanding for pioneer work.*

<b>HAUPTMANN</b>		<b>UNTEROFFIZIER</b>	
<b>HAUPTMANN</b>	<b>COMPANY HQ</b>	<b>ANTI-TANK SECTION</b>	
 Company Command SMG team  Kfz 15 field car  2iC Command SMG team  Motorcycle and sidecar	 Panzerschreck team  Kfz 70 truck		
<b>UNTEROFFIZIER</b>		<b>UNTEROFFIZIER</b>	
<b>MACHINE-GUN SECTION</b>		<b>MORTAR SECTION</b>	
 MG42 HMG  MG42 HMG  Kfz 70 truck	 GW34 mortar  GW34 mortar  3-ton truck		
<b>PANZERPIONIERKOMPANIE HQ</b>			

## COMBAT PLATOONS

### PANZERPIONIER PLATOON

#### PLATOON

HQ Section with  
 3 Pionier Squads 205 points  
 2 Pionier Squads 145 points

#### OPTIONS

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

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

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

<b>LEUTNANT</b>		
<b>LEUTNANT</b>	<b>HQ SECTION</b>	
 Command Pioneer Rifle/MG team  Kfz 15 field car  Pioneer Supply 3-ton truck		
<b>UNTEROFFIZIER</b>		<b>UNTEROFFIZIER</b>
<b>PIONIER SQUAD</b>		<b>PIONIER SQUAD</b>
 Pioneer Rifle/MG team  Kfz 70 truck	 Pioneer Rifle/MG team  Kfz 70 truck	
<b>UNTEROFFIZIER</b>		<b>UNTEROFFIZIER</b>
<b>PIONIER SQUAD</b>		<b>PIONIER SQUAD</b>
 Pioneer Rifle/MG team  Pioneer Rifle/MG team  Kfz 70 truck		
<b>PANZERPIONIER PLATOON</b>		

*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.*

# Divisional Support

## MOTIVATION AND SKILL

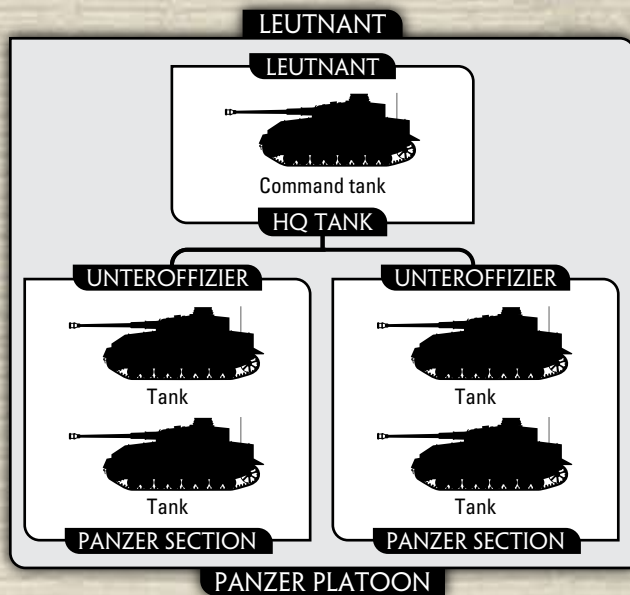
Like the troops they support, the Divisional Support Platoons are experienced troops that know their worth. Divisional Support Platoons are rated as **Confident Veteran**.

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

## PANZER PLATOON

### PLATOON

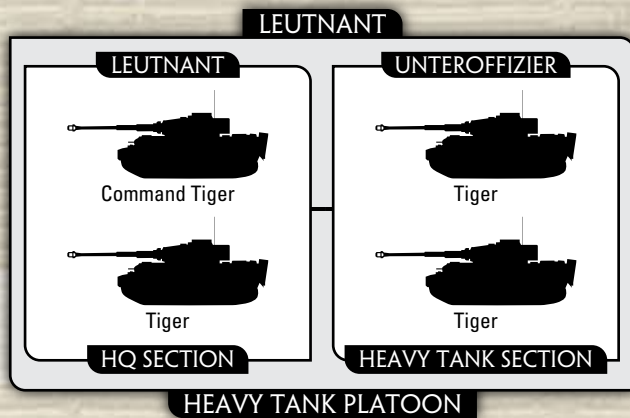
5 Panzer IV H	450 points
4 Panzer IV H	360 points
3 Panzer IV H	270 points
5 StuG G or StuG IV	475 points
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
5 Panther D, A, or G	940 points
4 Panther D, A, or G	750 points
3 Panther D, A, or G	560 points



## HEAVY TANK PLATOON

### PLATOON

4 Königstiger (Henschel)	1380 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points
4 Königstiger (Porsche)	1360 points
3 Königstiger (Porsche)	1020 points
2 Königstiger (Porsche)	680 points
1 Königstiger (Porsche)	340 points
4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points



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

## RADIO-CONTROL TANK PLATOON

### PLATOON

HQ Section with:

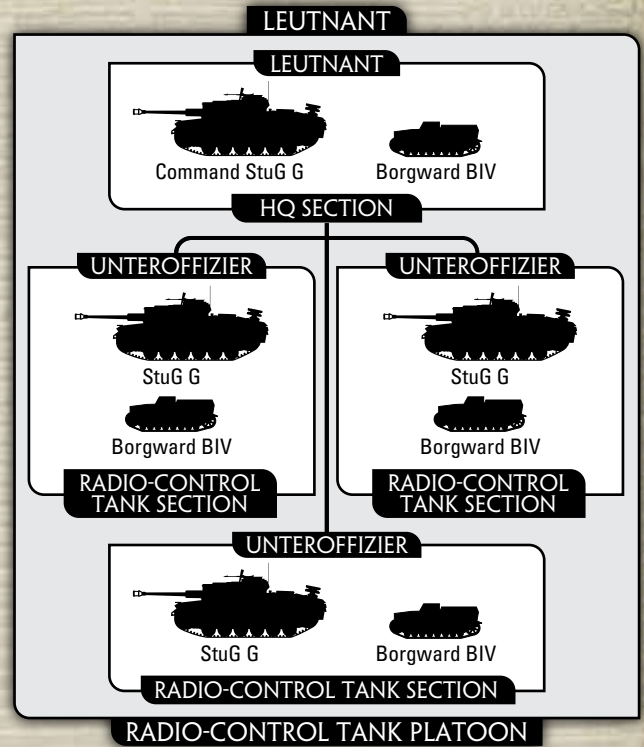
3 Radio-control Tank Sections	460 points
2 Radio-control Tank Sections	345 points
1 Radio-control Tank Section	230 points

### OPTION

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

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

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



## ASSAULT GUN PLATOON

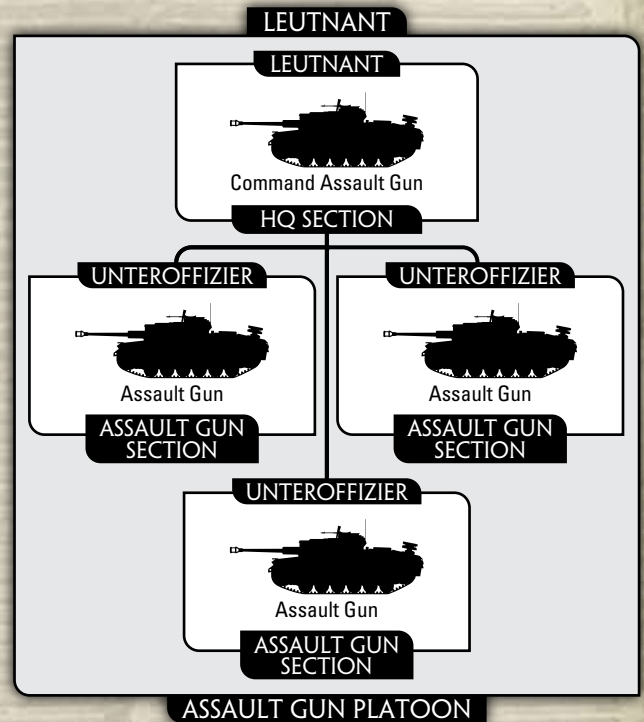
### PLATOON

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

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

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

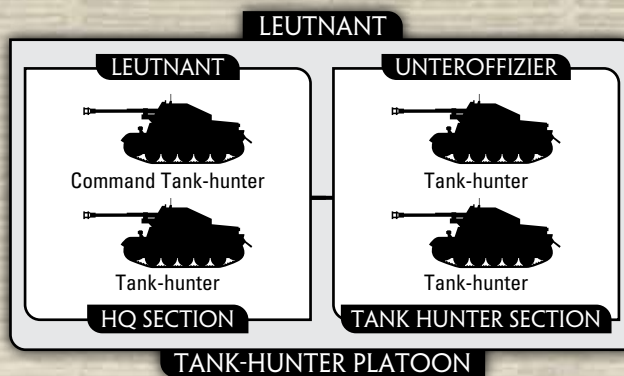
As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



## TANK HUNTER PLATOON

### PLATOON

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



### TANK-HUNTER PLATOON

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

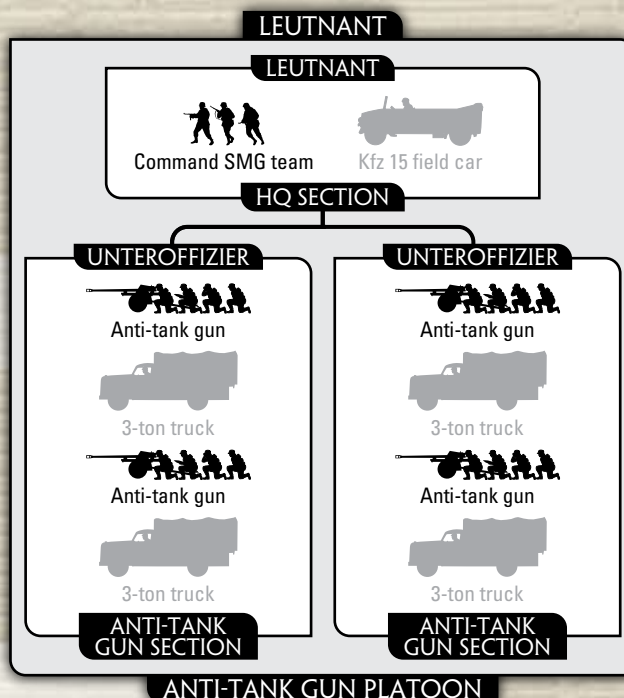
### PLATOON

#### 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.



### ANTI-TANK GUN PLATOON

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

## GEPAENZERTE PANZERGRENADIER PLATOON

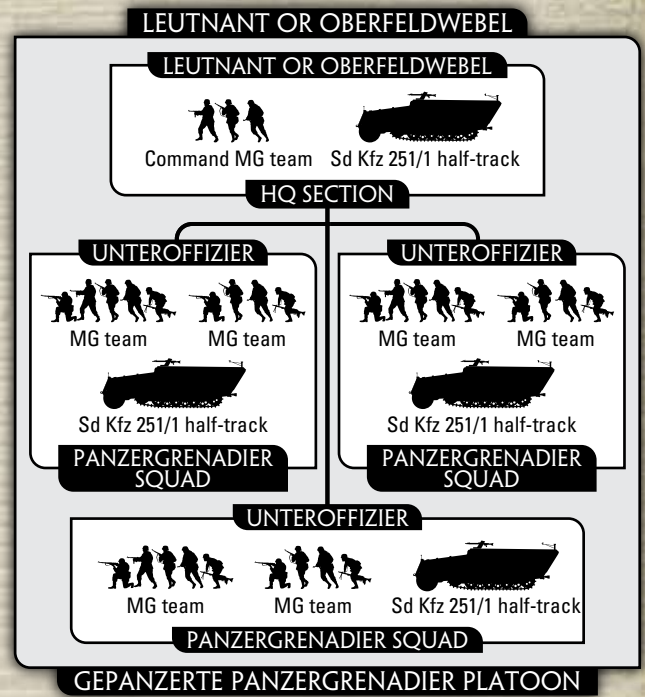
### PLATOON

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

### OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/10 (3.7cm) half-track at no cost.

*Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.*



## PANZERGRENADIER PLATOON

### PLATOON

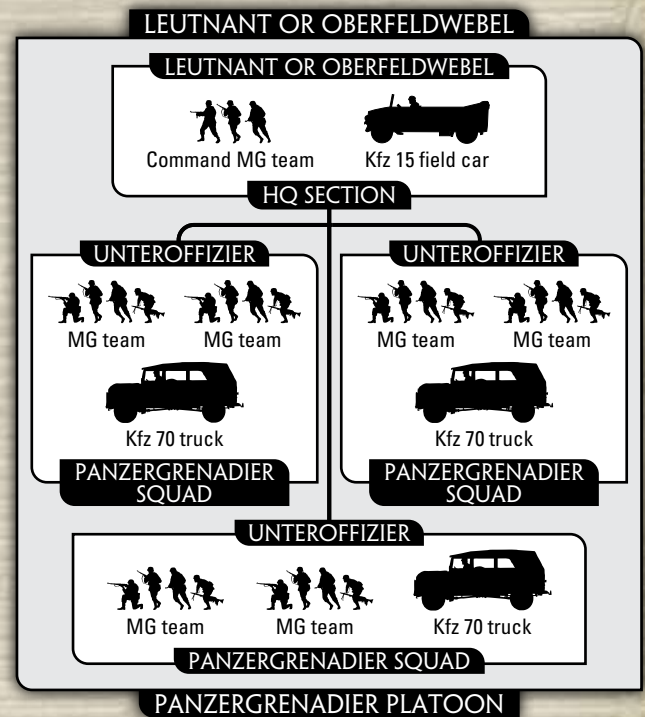
HQ Section with  
 3 Panzergrenadier Squads 185 points  
 2 Panzergrenadier Squads 135 points

### OPTIONS

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

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

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



## GEPAENZERTE AUFKLÄRUNGS PLATOON

### PLATOON

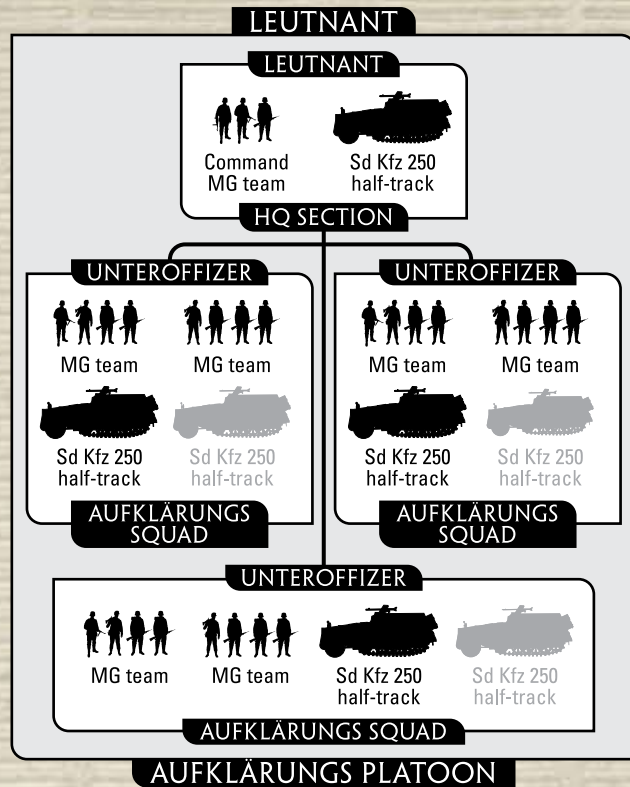
HQ Section with	
3 Aufklärungs Squads	220 points
2 Aufklärungs Squads	155 points

### OPTIONS

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

*Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.*

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



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

## AUFKLÄRUNGS PLATOON

### PLATOON

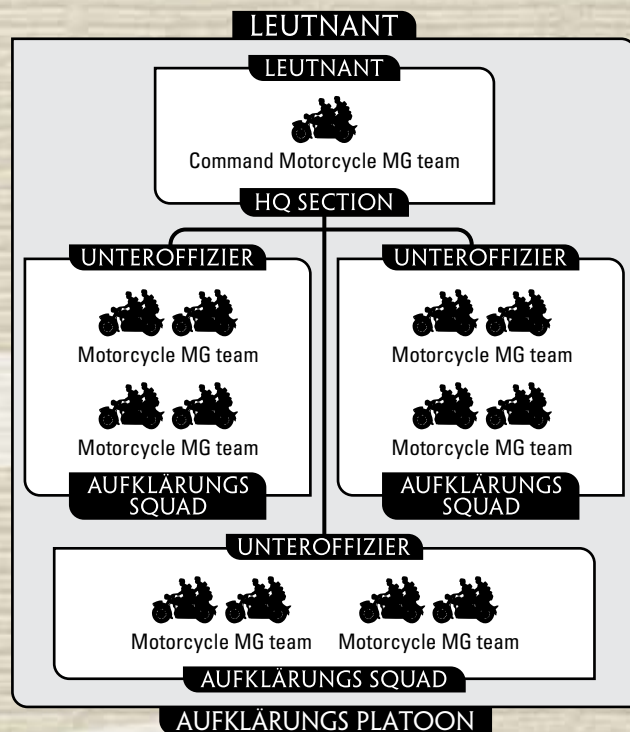
HQ Section with	
3 Aufklärungs Squads	255 points
2 Aufklärungs Squads	180 points

### OPTIONS

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

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

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



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

## FALLSCHIRMJÄGER PLATOON

### PLATOON

HQ Section with:

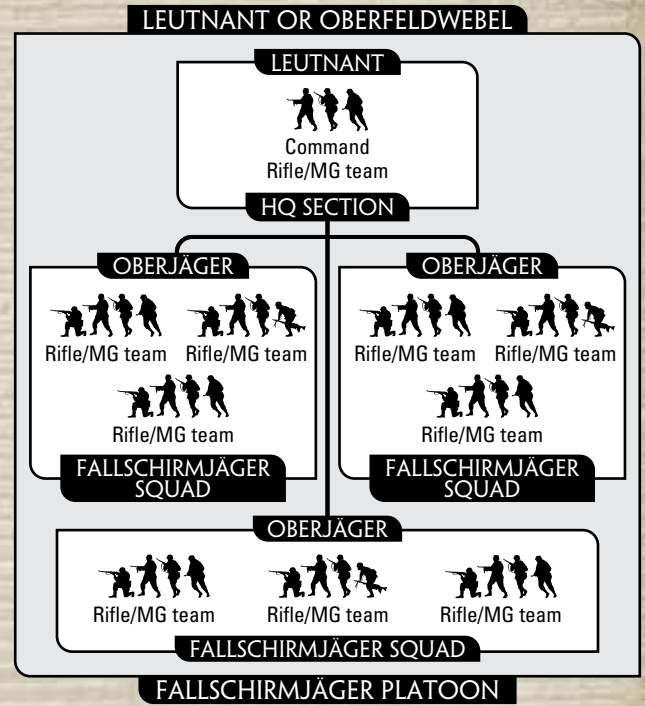
- 3 Fallschirmjäger Squads 265 points
- 2 Fallschirmjäger Squads 185 points

### OPTIONS

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

*Fallschirmjäger Platoons are Allies to the Heer and follow the Allies rules on page 70 of the rulebook. A Fallschirmjäger Platoon is rated Fearless Veteran.*



## MOTORISED ARTILLERY BATTERY

### PLATOON

HQ Section with:

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

HQ Section with:

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

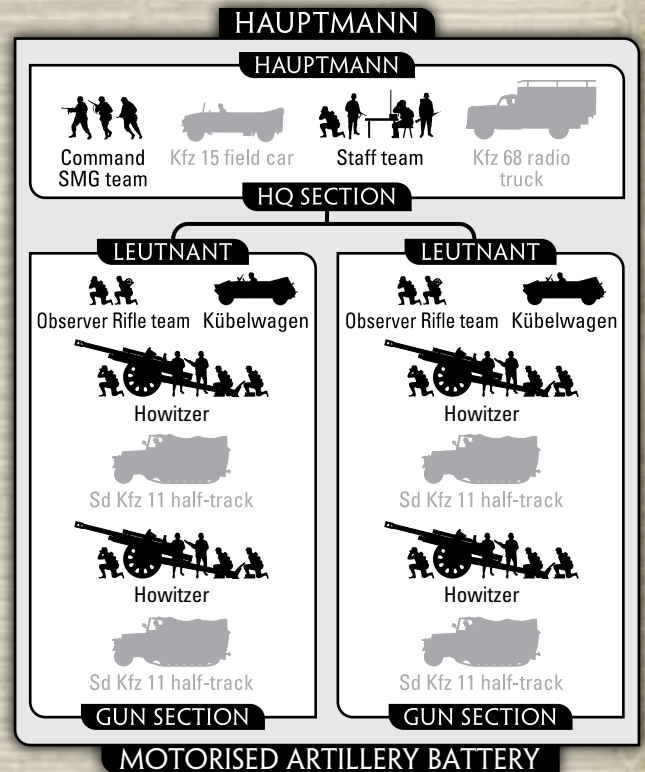
### OPTIONS

- 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.*

## ARMoured ARTILLERY BATTERY

### PLATOON

HQ Section with:

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

HQ Section with:

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

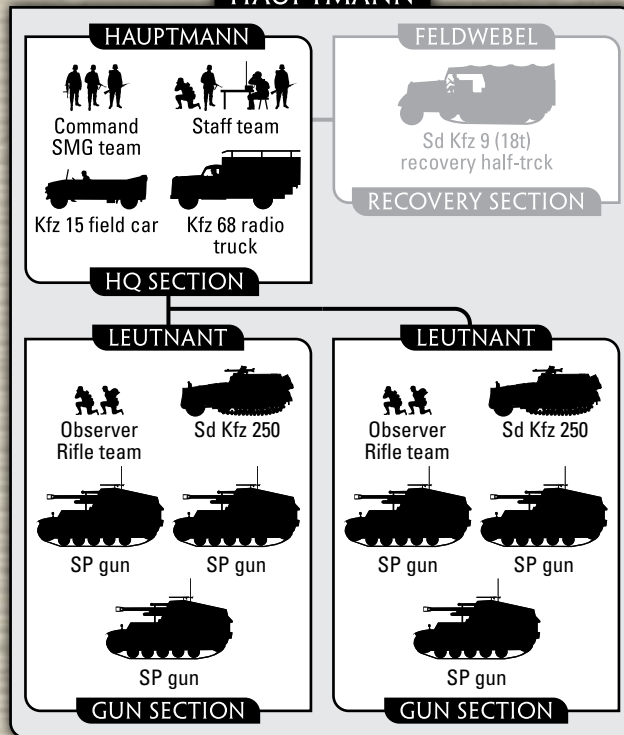
### OPTIONS

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

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

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

### HAUPTMANN



### ARMoured ARTILLERY BATTERY

*Observer Panzer III OP tanks cannot launch assaults.*

## ROCKET LAUNCHER BATTERY

### PLATOON

HQ Section with:

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

HQ Section with:

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

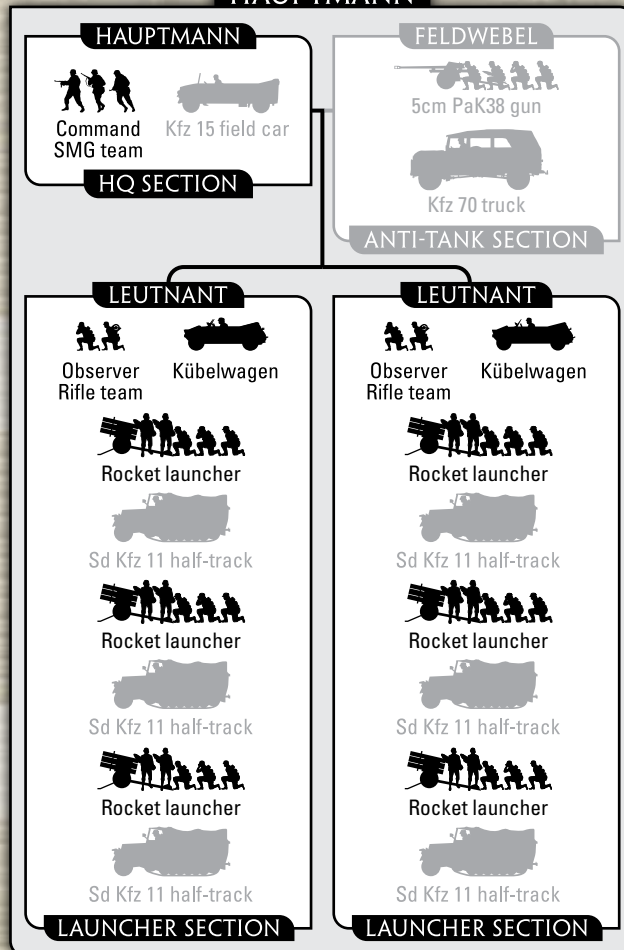
### OPTIONS

- 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.*

### HAUPTMANN



### ROCKET LAUNCHER BATTERY

## 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.


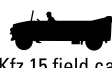
### DEVASTATING BOMBARDMENT

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





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**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.*

## AIR SUPPORT

### LIMITED AIR SUPPORT

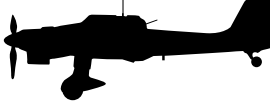
Ju 87D Stuka	135 points
Ju 87G Stuka	135 points
Hs 129B	155 points

### SPORADIC AIR SUPPORT

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

**LEUTNANT**

**LEUTNANT**



Aircraft

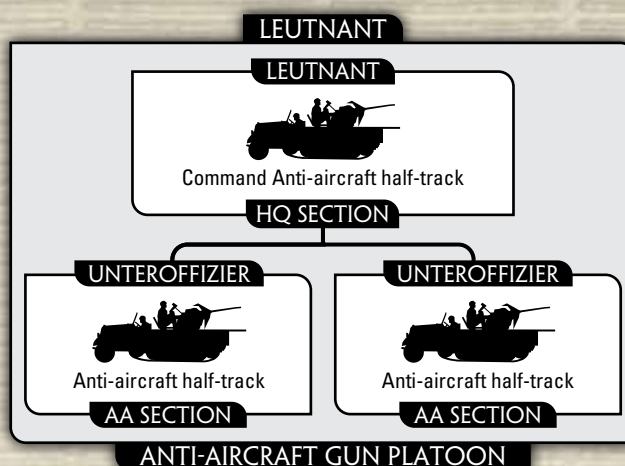
**FLIGHT**

**FLIGHT**

## 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

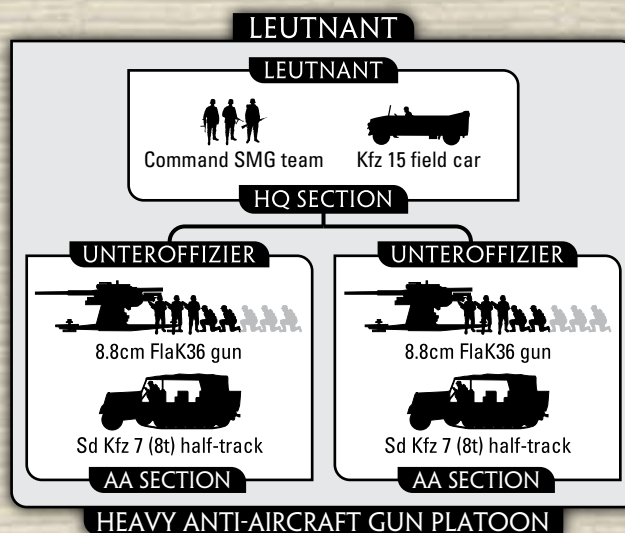
#### HQ Section with:

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.



## PANZERSPÄH PATROL

### PLATOON

2 Sd Kfz 231 (8-rad)	80 points
3 Sd Kfz 234/2 (Puma)	150 points
3 Panzer II L Luchs	145 points

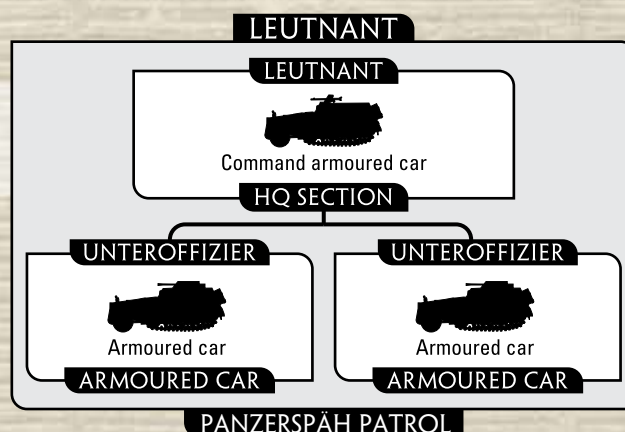
#### Sd Kfz 223 (radio) with:

2 Sd Kfz 222 (2cm)	110 points
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- Replace any or all Sd Kfz 222 (2cm) with Sd Kfz 221 (2.8cm) at no cost.

#### Sd Kfz 250 (Recce) with:

2 Sd Kfz 250/9 (2cm)	115 points
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*Panzerspäh Patrols are Reconnaissance Platoons.*



# German Arsenal

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
<b>TANKS</b>					
Panzer IV H 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther D, A, or G 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
Tiger I E 8.8cm KwK36 gun	Slow Tank 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. Slow traverse.
Königtiger (Porsche) 8.8cm KwK43 gun	Slow Tank 40"/100cm	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Unreliable. Slow traverse.
Königtiger (Henschel) 8.8cm KwK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. Slow traverse.
<b>ASSAULT GUNS</b>					
StuG G 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Breakthrough gun, Hull mounted, Smoke.
StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Brummbär 15cm StuH43 gun	Slow Tank 16"/40cm	9 1	5 13	1 1+	Hull MG, Overloaded, Schürzen. Bunker buster, Hull mounted.
<b>INFANTRY GUNS (SP)</b>					
Sd Kfz 251/2 (8cm) 8cm GW34 mortar	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	AA MG. Smoke, Minimum range 8"/20cm. Hull mounted, Portee, Smoke bombardment.
<b>TANK-HUNTERS</b>					
Marder II 7.5cm PaK40 gun	Standard Tank 32"/80cm	1 2	0 12	0 3+	AA MG. Hull mounted.
Marder III H 7.5cm PaK40 gun	Standard Tank 32"/80cm	1 2	0 12	0 3+	Hull MG. Hull mounted.
Marder III M 7.5cm PaK40 gun	Standard Tank 32"/80cm	0 2	0 12	0 3+	AA MG. Hull mounted.
Jagdpanzer IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Hornisse 8.8cm PaK43 gun	Standard Tank 40"/100cm	1 2	1 16	0 3+	AA MG, Protected ammo. Hull mounted.
Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Elefant 8.8cm PaK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Hull MG, Overloaded, Unreliable. Hull mounted.
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

Name	Mobility	Armour	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>Front</i> <i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
<b>ARTILLERY (SP)</b>					
Wespe	Standard Tank	1	1	0	AA MG, Protected ammo.
<i>10.5cm leFH18M howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>10</i>	<i>2+</i>	<i>Breakthrough gun, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke bombardment.</i>
Hummel	Standard Tank	1	1	0	AA MG, Protected ammo.
<i>15cm sFH18 howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>Smoke bombardment.</i>
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
<i>15cm RW42 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>3</i>	<i>4+</i>	<i>Rocket launcher, Smoke bombardment.</i>
Panzer II OP	Standard Tank	3	1	1	Co-ax MG, Protected ammo.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
Panzer III OP	Standard Tank	5	3	1	Hull MG.
<b>ANTI-AIRCRAFT (SP)</b>					
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft, Gun shield.</i>
Armoured Sd Kfz 10/5 (2cm)	Half-tracked	0	0	0	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft, Gun shield.</i>
Armoured Sd Kfz 7/1 (Quad 2cm)	Half-tracked	0	0	0	
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft, Gun shield.</i>
Sd Kfz 7/2 (3.7cm)	Half-tracked	0	0	0	
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
<b>ARMoured CARS AND RECONNAISSANCE</b>					
Sd Kfz 221 (2.8cm)	Wheeled	0	0	0	
<i>2.8cm sPzB41 anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>7</i>	<i>5+</i>	<i>Hull mounted, No HE.</i>
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG.
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
Sd Kfz 234/2 Puma	Jeep	3	0	0	Co-ax MG
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>4+</i>	
Sd Kfz 250/9 (2cm)	Half-tracked	1	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Panzer II L Luchs	Standard Tank	3	1	1	Co-ax MG, Light tank.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
Motorcycle MG team	Jeep	-	-	-	Motorcycle Reconnaissance, Dismount as MG team.
<i>MG-42</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>Hull mounted, Vehicle MG.</i>
Motorcycle SMG team	Jeep	-	-	-	Motorcycle Reconnaissance, Dismount as SMG team.
<i>SMG</i>	<i>4"/10cm</i>	<i>3</i>	<i>1</i>	<i>6</i>	<i>Hull mounted, Vehicle MG.</i>
<i>firing Panzerfaust</i>	<i>4"/10cm</i>	<i>1</i>	<i>12</i>	<i>5+</i>	<i>Awkward layout.</i>
Schwimmagen MG team	Jeep	-	-	-	Amphibious, Motorcycle Reconnaissance, Dismount as MG team.
<i>MG-42</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>Hull mounted, Vehicle MG.</i>
Schwimmagen SMG team	Jeep	-	-	-	Amphibious, Motorcycle Reconnaissance, Dismount as SMG team.
<i>SMG</i>	<i>4"/10cm</i>	<i>3</i>	<i>1</i>	<i>6</i>	<i>Hull mounted, Vehicle MG.</i>
<i>firing Panzerfaust</i>	<i>4"/10cm</i>	<i>1</i>	<i>12</i>	<i>5+</i>	<i>Awkward layout.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW421 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

## 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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

## AIRCRAFT

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

## TRANSPORT TEAMS

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