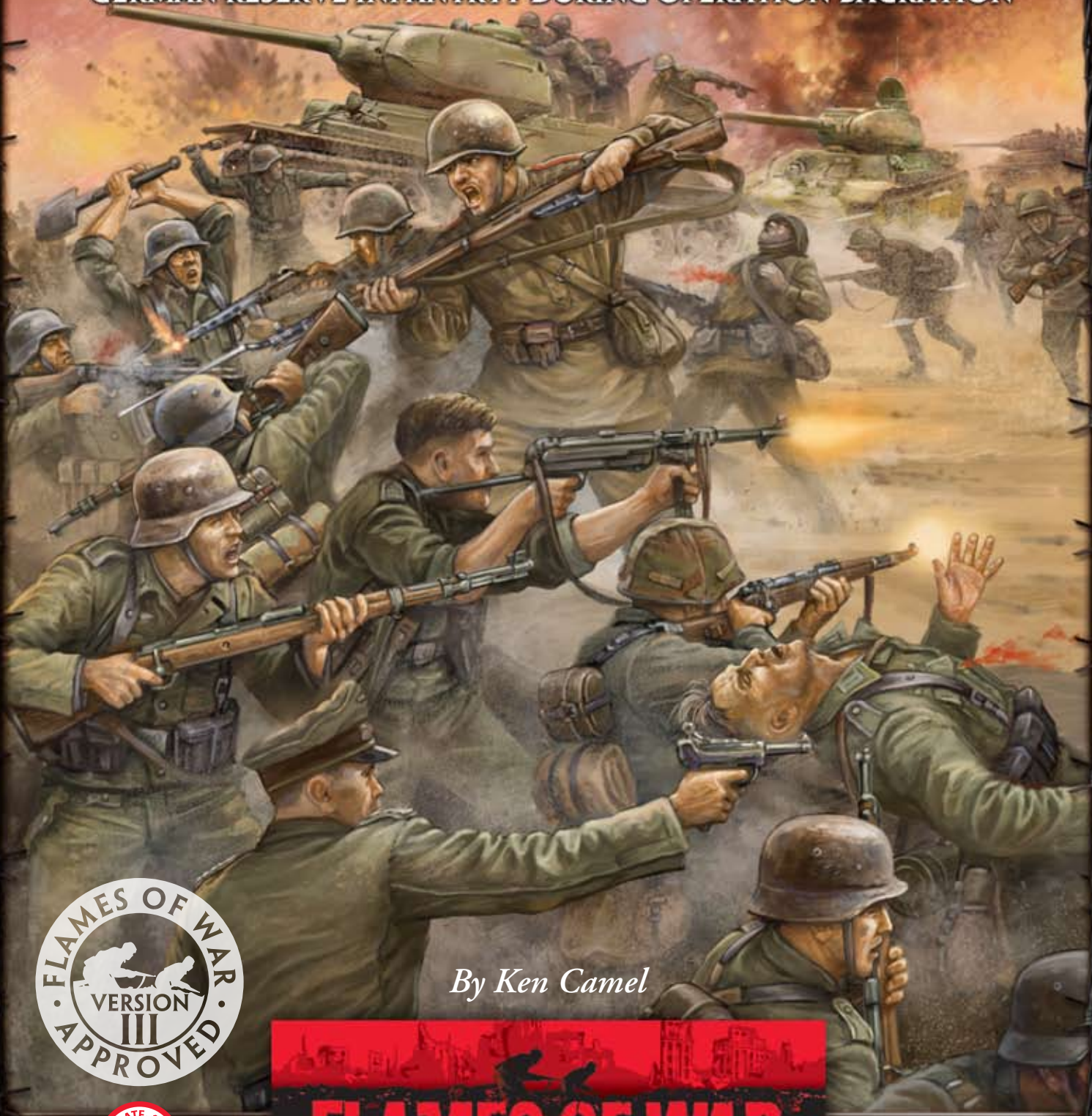


# WALKÜRE

## OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR  
GERMAN RESERVE INFANTRY DURING OPERATION BAGRATION



*By Ken Camel*



# FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME



# WALKÜRE

## GRENADIERS

Walküre Regiments were organized like regular Grenadier Regiments without heavy weapon support. They were assigned as Home Guard units in Germany and as such were trained but had never faced combat.

When infantry divisions began to disappear rapidly under Soviet attack the Walküre Regiments were sent east as replacements. Since they arrived with all their weapons and in full regiments they were immediately assigned to supplement depleted infantry divisions.

## REPLACEMENTS

This would allow an infantry division to keep one regiment of veterans in reserve while having two regiments of Walküre replacements in front. They could also integrate remaining veterans within the Walküre Regiments to provide leadership and training.

Though the idea seemed feasible in practice the swift destruction of infantry divisions during Operation Bagration saw the Walküre Regiments hastily assigned under infantry divisions that had been severely depleted.

## KAMPFGRUPPEN

In essence, though the infantry divisions retained their support and headquarters units, its combat units were more and more made up of Walküre regiments. Though fully manned, these Walküre Regiments lacked the experience and heavy weapons to stop the advancing Soviet army who had just decimated the regular infantry regiments.

Some Walküre Regiments were thrown into *Kampfgruppen* by themselves but most were attached to existing Infantry Divisions. If the division survived through the summer of 1944, they formally picked up their Walküre regiments when the division was eventually reconstituted.

Walküre regiments were some of the first reinforcements to reach the eastern front during Operation Bagration. They were quickly integrated into the retreating infantry divisions to form *Kampfgruppen* in a hasty attempt to halt the Red Army.

## WALKÜRE KAMPFGRUPPEN

### KAMPFGRUPPE VON SAUCKEN

#### KAMPFGRUPPE LENDIL

*221. Sicherungsdivision*  
*170. Infanteriedivision*  
*731. Panzerjäger Battalion*

The *1065. Grenadier Regiment*, one of the first Walküre Regiments to reach the front, was immediately attached to the *170. Infanteriedivision* as it was hurriedly reforming at Molodeczno just prior to the fall of Minsk. Its first mission seemed wholly appropriate for a Home Defence unit. They were to assist the *221. Sicherungsdivision* as part of *Kampfgruppe Lendil* in keeping the rail line open between Minsk and Molodeczno.

Events however overcame their initial mission as the Soviet spearheads began to threaten not only the Minsk-Molodeczno rail line but the entire area northwest of Minsk. To this effect, the regiment found itself in a front line combat struggle with Soviet mechanised and armoured formations.

#### KAMPFGRUPPE METZ

*14. Infanteriedivision*  
*299. Infanteriedivision*  
*31. Polizei Battalion*  
*221. Sicherungsdivision Stab (staff)*  
*Kampfgruppe Lendil*  
*18. FlaK Division*

Remnants of the *14.* and *299. Infanterie* divisions were married with the *1068.* and *1069. Grenadier (Walküre)* regiments near Molodeczno. With these new units, *Kampfgruppe Metz* grew to become one of four *Kampfgruppen* under *Kampfgruppe von Saucken*.

It incorporated *Kampfgruppe Lendil* with additional units and was sent eastward to assist the other three *Kampfgruppen* of the *5. Panzerdivision* in their attempts to halt the Soviet offensive northeast of Minsk near the Byelorussian town of Borizov.

Though unsuccessful in stopping the Soviet offensive, *Kampfgruppe von Saucken* held up the Soviet advance long enough to allow many units of the *4. Armee* to escape encirclement at Minsk.

## ADDITIONAL KAMPFGRUPPEN

Many more *Kampfgruppen* were formed in the attempt to halt the Soviet Offensive in Operation Bagration. As the entire front collapsed the retreating German Army would marry up with any units available. This included in place security, reserve, replacement, and training units as well as reinforcement units of arriving *Panzerdivision* and *Walküre* Regiments.

Initially, because of the serious lack of mobile and mechanised units in *Armee Gruppe Mitte*, most *Kampfgruppe* were formed as *Sperrverband* in hopes of holding back the Soviet tidal wave long enough for remnant units to escape to the west.

Once reinforcements began to arrive near the end of June the panzers and panzergrenadier units became the core

of the *Kampfgruppen* formed. They fared somewhat better against the Red Army but they too were overwhelmed by Operation Bagration.

However, some of these *Kampfgruppen*

were able to hold the line for a few days and eventually began to retreat in good order as the German Army began to implement the old Soviet tactic of trading space for time.

### SPERRVERBAND WEIDLING

50. *Infanteriedivision*  
14. *Panzergrenadierdivision*  
3. *SS-Panzerdivision*  
*Kampfgruppe von Gottberg*  
SS-Polizei Rgt 2, 4, 17, 22, 26.  
I/SS-Polizei Rgt 34  
II/SS-Polizei Rgt 36  
Artillery Abteilung 861  
Panzer Artillerieabteilung 12  
Panzer Artillerieabteilung 20

### KAMPFGRUPPE HARTNECK

507. *Schwere Panzerabteilung*  
1<sup>st</sup> *Hungarian Cavalry Division*  
4. *Panzerdivision*  
904. *Sturmgeschutes Brigade*  
447. *Regimental Group*  
245. *Sturmgeschutes Brigade*  
474. *Panzerjäger Abteilung*  
576. *Pionierabteilung*  
731. *Panzerjägerabteilung*  
I/FlaK Regiment 3  
37. *Sicherungs Regiment*  
118. *Panzerabteilung*

## GERMAN SPECIAL RULES

A *Walküre*kompanie uses all the German special rules on pages 241 to 245 of the rulebook.

### VETERAN TANK-HUNTERS

*Walküre* can both utilise platoons of the newest Tank-Hunters whether it be the 7.5cm PaK40 auf RSO or *Hetzer*. These platoons can provide the mobile anti-tank support required to bolster the defence against armoured attacks. Both are capable of taking out Soviet tank companies with their Manoeuvre and Fire or Shoot and Scoot attributes.

### FLAK NESTS

*Walküre* companies also incorporated the assets of the *Luftwaffe* that had been defending the towns, cities, and depots throughout occupied Byelorussia. Their inherent firepower can greatly increase the defensive abilities of the lightly armed *Sicherungs* and *Walküre* troops. In particular, the open bunkered FlaK Nest can provide the higher rates of fire needed to defeat light armour and infantry.

## GENERAL DER PANZERTRUPPEN VON SAUCKEN

*General der Panzertruppen von Saucken is mounted in a Sd Kfz 250 half-track. He is a Warrior Higher Command SMG team rated as Fearless Veteran. Von Saucken may join a German company for +65 points.*

### COUNTERATTACK EXPERT

Von Saucken was repeatedly called upon by Der Führer to prevent Soviet breakthroughs with thrown together forces. Von Saucken's proven ability to organize and launch mobile counterattack became his forte, having demonstrated his tactical skill many times on the Eastern Front.

*All platoons within Command Distance of von Saucken may re-roll any failed Skill Tests to make a Stormtroopers move.*

### PANZERS MARCH

Von Saucken's keen tactical abilities and strong leadership skills provided his forces the opportunities to provide decisive force when needed to stop Soviet spearheads. Time and again, across the Eastern Front, von Saucken's units managed to apply the right force at the right point in meeting Soviet advancing formations.

*Each turn von Saucken may re-roll one die rolled to receive Reserves for his company.*







## MOTIVATION AND SKILL

The *Walkürekompanie* was used to reinforce German Infantry Divisions. The fully-manned but ill-equipped formations provided inexperienced but trained soldiers for the front. A *Walkürekompanie* is rated as **Confident Trained**.

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

## HEADQUARTERS

### WALKÜREKOMPANIE HQ

#### HEADQUARTERS

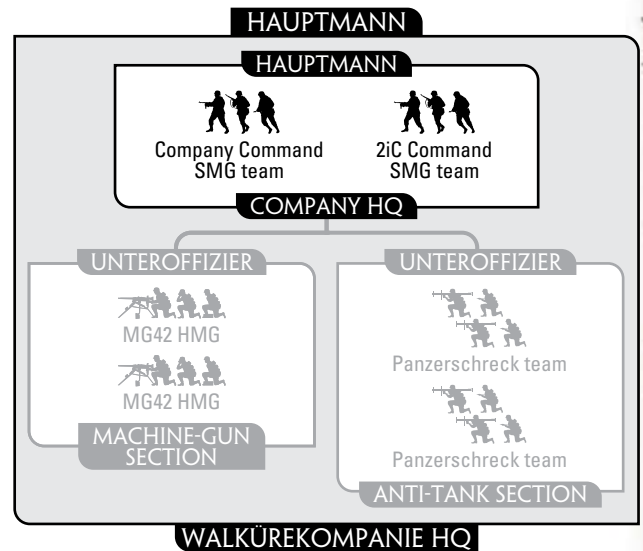
Company HQ 35 points

#### OPTIONS

- Add up to two HMGs for +25 points each.
- Add up to two Panzerschreck teams for +20 points per team.

The initial *Walkürekompanie* came from the home front. These border guards had been outfitted with as full combat infantry units but had been stripped of heavy equipment. Having been trained as regular army they lacked combat experience but were a ready made reinforcements for the beleaguered German infantry.

*Although it is an Infantry Company, a Walkürekompanie may not field Sniper teams.*



## COMBAT PLATOONS

### WALKÜRE PLATOON

#### PLATOON

HQ Section with

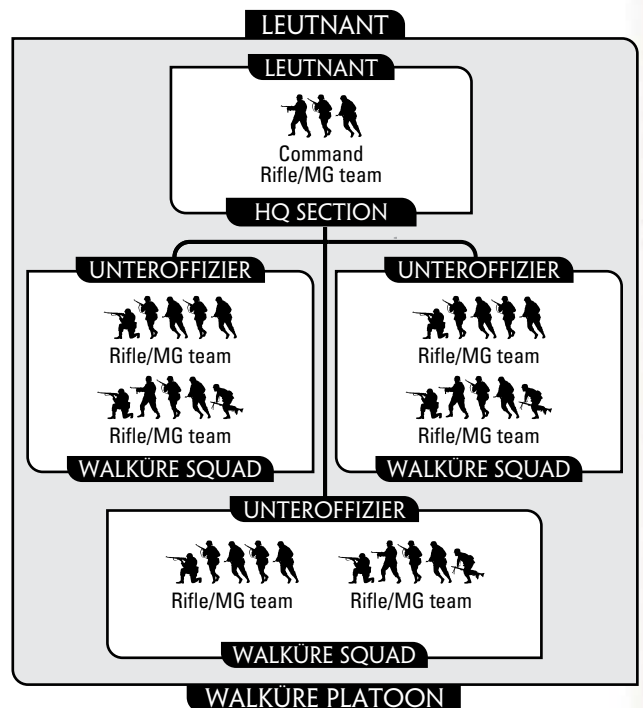
3 Walküre Squads 120 points  
2 Walküre Squads 85 points

#### OPTION

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

*Walküre* platoons provide excellent infantry reinforcements for developing a coherent defence against an advancing mechanised enemy. Arriving fully combat equipped, they can easily be integrated into existing formations to form a ready defence.

Though fielded as full companies they were generally supported by more veteran formations. This allowed for a quick development of a solid defence backed by crack combat veterans able to stop, hold, and then counterattack enemy incursions.





## WEAPON PLATOONS

### WALKÜRE MORTAR PLATOON

#### PLATOON

HQ Section with

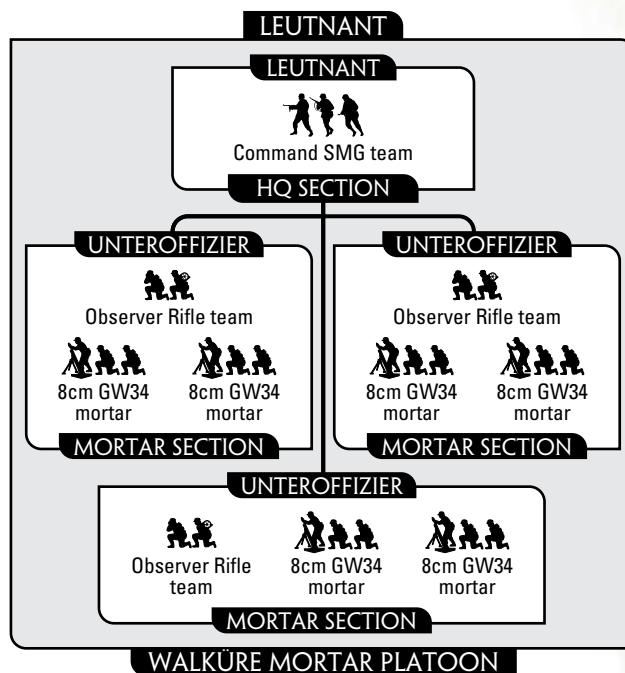
3 Walküre Mortar Sections	145 points
2 Walküre Mortar Sections	100 points

#### OPTIONS

- Replace all 8cm GW34 mortars with 12cm sGW43 mortars towed by a 3-ton truck or RSO tractor for +15 points per mortar section.

*A Mortar Platoon upgraded to 12cm sGW43 mortars may not have more than two Mortar Sections.*

As fully-equipped combat units the *Walküre* mortar platoons can provide full artillery support to your defensive formations. Use them to slow down infantry assaults or provide smoke to cover your counterattacks.



### WALKÜRE MACHINE-GUN PLATOON

#### PLATOON

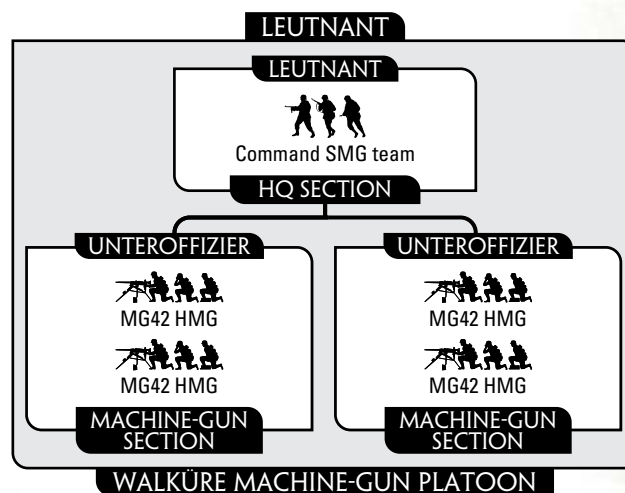
HQ Section with

2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points

Two fully equipped machine-gun sections can provide the fire support needed to defeat most enemy infantry assaults. Dug-in and well-placed machine-gun nests provide the cornerstone of a good defensive network.

The MG42 heavy machine-gun has proven its worth time and again. Don't underestimate the effectiveness of this primary support weapon.

*Walküre Machine-gun Platoons may make Combat Attachments to Walküre Platoons.*



## REGIMENTAL SUPPORT PLATOONS

### WALKÜRE INFANTRY GUN PLATOON

#### PLATOON

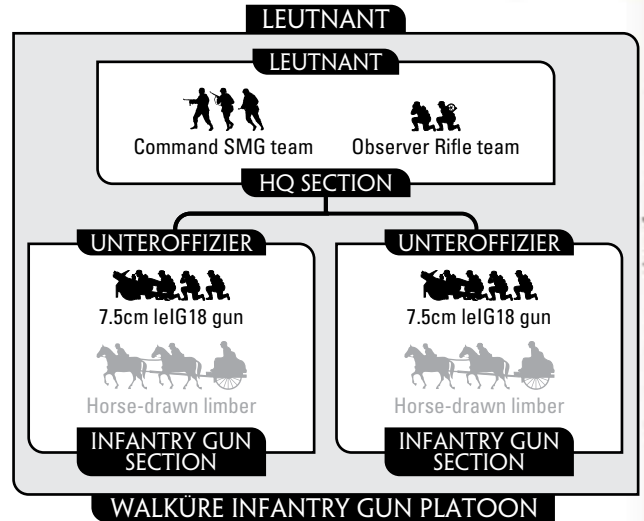
HQ Section with

2 Infantry Gun Sections 45 points

#### OPTIONS

- Replace both 7.5cm leIG 18 guns with 15cm sIG33 guns for +65 points.
- Add horse-drawn limbers for +5 points for the platoon.

An underrated asset to any infantry formation, field guns provide firepower, artillery support, and smoke for almost all combat situations. Place them to provide support for both your defensive and counterattack plans. They can provide the last piece to tip the balance in your favour.



### WALKÜRE ANTI-TANK GUN PLATOON

#### PLATOON

HQ Section with

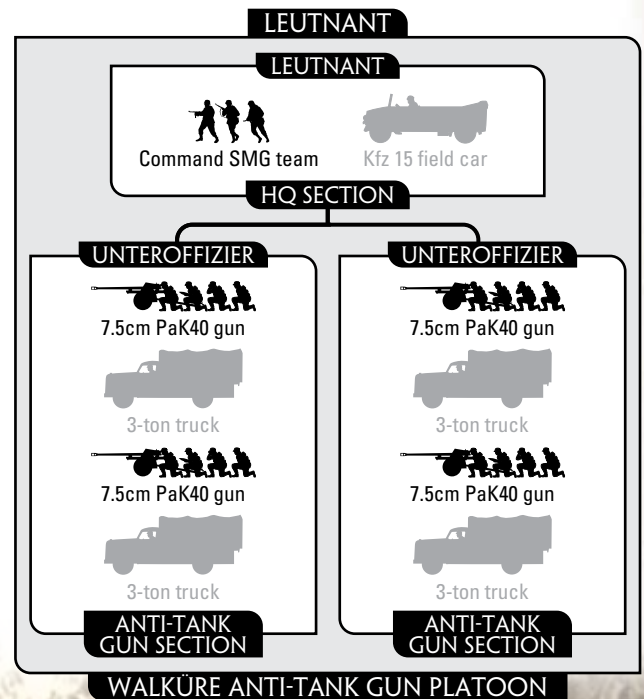
4 7.5cm PaK 40 160 points  
2 7.5cm PaK 40 80 points

#### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

Fielding 7.5cm PaK40 anti-tank guns in support of any infantry company will provide the needed firepower to dispatch most enemy armour attacks. They provide the range and armour-piercing capability to penetrate most enemy tanks.

Keep your Pak40 guns hidden against heavy enemy armour until the big tanks get close enough for flank shots. This will enable you to stop their advance while your infantry takes on their infantry.





# DIVISIONAL SUPPORT

## MOTIVATION AND SKILL

The 5. *Panzerdivision* with its 505. *Schwere Panzerabteilung*, and the 12. *Panzerdivision* provided the support for the blocking forces and *Kampfgruppen* used to slow the 1944 Soviet offensive in Byelorussia. Panzerdivision Support platoons from the 5. *Panzerdivision*, 12. *Panzerdivision*, and the 505. *Schwere Panzerabteilung* are rated **Confident Veteran**.

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

## PANZER PLATOON

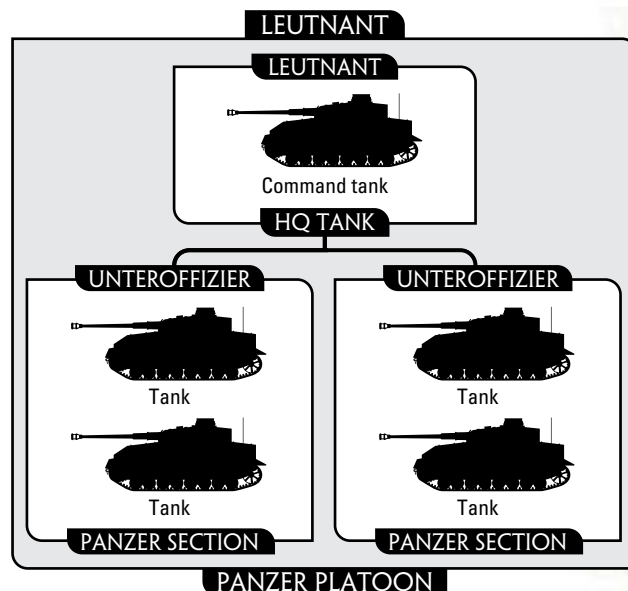
### PANZER IV H PLATOON

5 Panzer IV H	450 points
4 Panzer IV H	360 points
3 Panzer IV H	270 points

### PANTHER PLATOON

5 Panther A	940 points
4 Panther A	750 points
3 Panther A	560 points

As the divisional counterattack reserve your Panzers must be ready to advance and destroy any enemy formations that make it through your defences.





## SCHWERE PANZER PLATOON

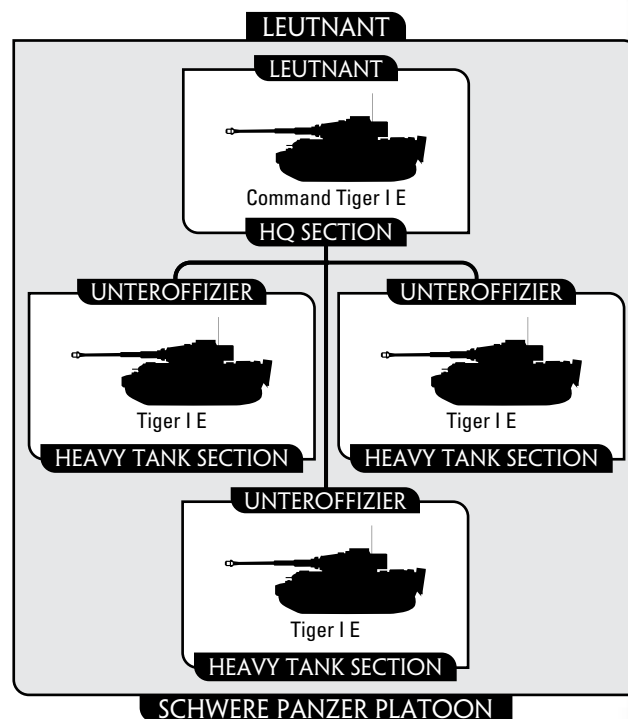
### PLATOON

4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points

Unleashing your Tigers upon the enemy will certainly cause their commander great concern. His armour losses will swiftly mount and his battle plan will suffer immediate reassessment.

Whether counterattacking alone or in support of your other units, the Tigers can carry the battle to the enemy and reverse the fortunes of war.

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



## ASSAULT GUN PLATOON

### PLATOON

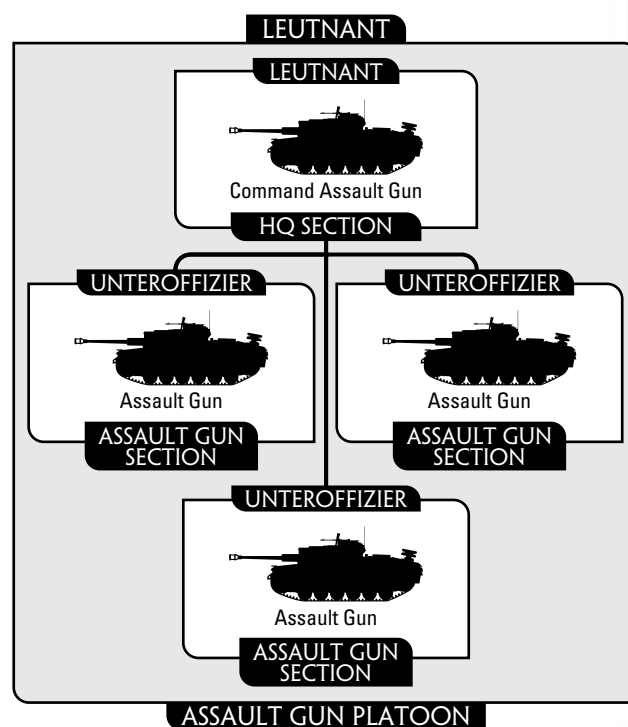
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
2 StuG G or StuG IV	190 points

### OPTION

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

One of the first groups to be organized in an attempt to halt the Soviet offensive during Operation Bagration was *Panzergruppe Hoppe* from 3. *Panzerarmee*. In the area around the town of Svencionys, *Panzergruppe Hoppe* engaged and destroyed two enemy battalions capturing a considerable amount of weapons and equipment.

Their counterattack achieved a surprisingly deep penetration against the Soviets and allowed for the line to stabilise for a bit. The *Panzergruppe* contained StuG assault guns and *Hornisse* tank hunters.





## PANZERGRENADIER PLATOON

### PLATOON

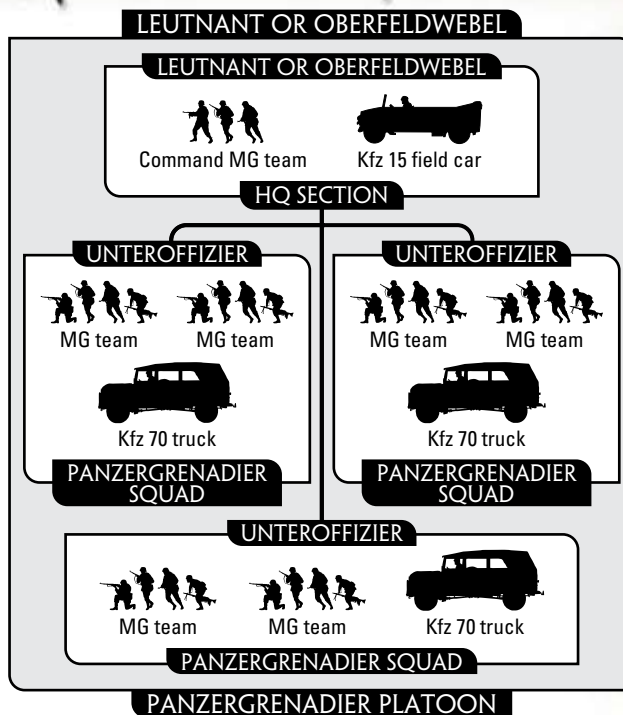
HQ Section with

3 Panzergrenadier Squads	185 points
2 Panzergrenadier Squads	135 points

### OPTIONS

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

Use your Panzergrenadiers to strike at a key point in the enemy's advance causing confusion, dismay, and defeat. Do not squander this valuable offensive resource.



## GEPANZERTE PANZERGRENADIER PLATOON

### PLATOON

HQ Section with

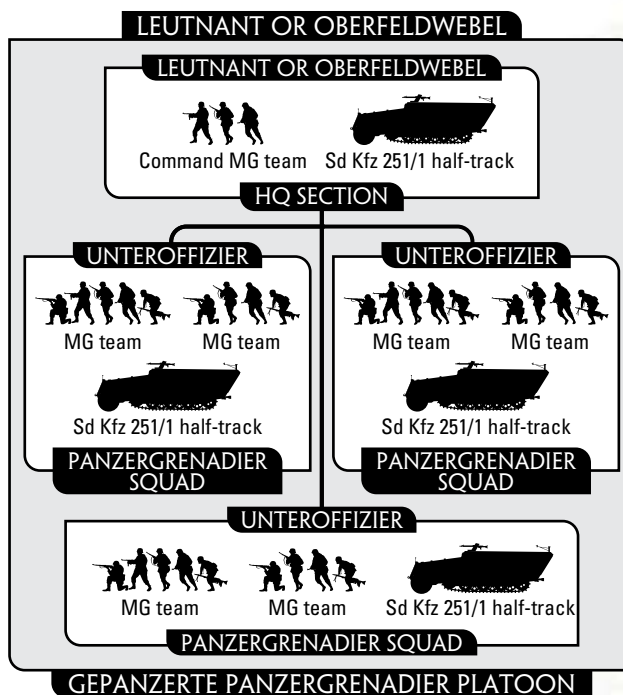
3 Panzergrenadier Squads	220 points
2 Panzergrenadier Squads	155 points

### OPTIONS

- Replace the Command MG team with a Command 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.

Use your Panzergrenadiers to strike at a key point in the enemy's advance causing confusion, dismay, and defeat. Do not squander this valuable offensive resource.

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





## PANZERPIONIER PLATOON

### PLATOON

HQ Section with

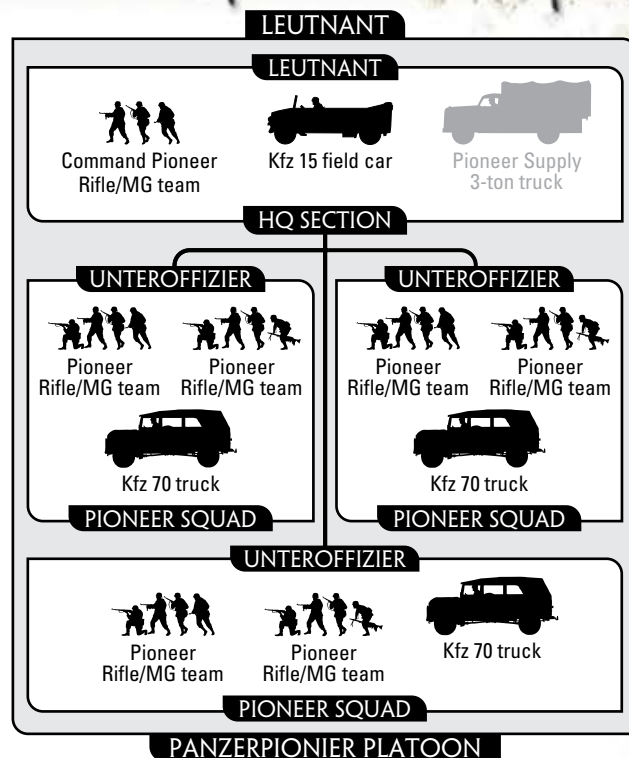
3 Pioneer Squads	205 points
2 Pioneer Squads	145 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points.
- Add a Pioneer Supply Truck for +25 points or Pioneer Supply Maultier half-track for +30 points.

Mobile pioneers can assault to reverse an enemy's advance. They can also rapidly plug a hole in the defence or advance through the lines into the enemy's rear.

*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.*



## GEPAZERTE PANZERPIONIER PLATOON

### PLATOON

HQ Section with

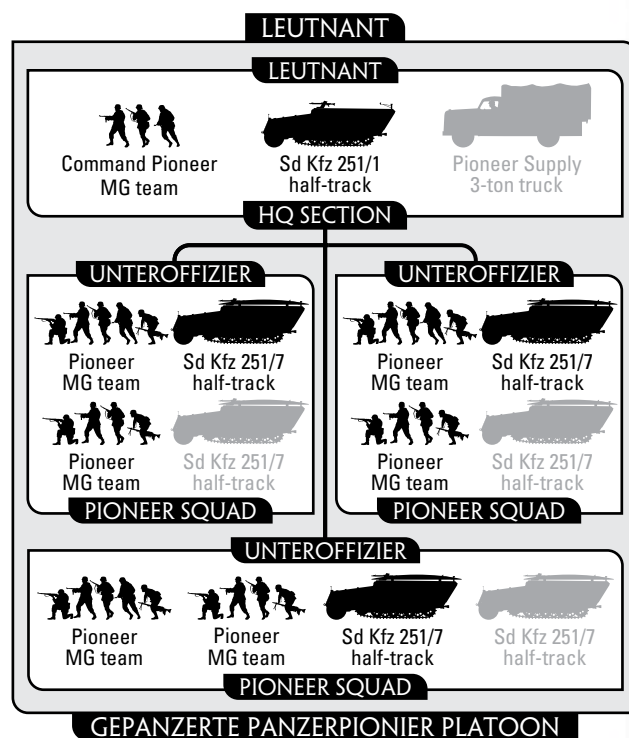
3 Pioneer Squads	265 points
2 Pioneer Squads	190 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points.
- Add an additional Sd Kfz 251/7 half-tracks to each squad for +10 points per half-track.
- Replace Sd Kfz 251/7 half-track in HQ Section with a Sd Kfz 251/11 (2.8cm) half-track for +5 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.
- Add a Pioneer Supply Truck for +25 points or Pioneer Supply Maultier half-track for +30 points.

*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 Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.*



Mobile pioneers can assault to reverse an enemy's advance. They can also rapidly plug a hole in the defence or advance through the lines into the enemy's rear.

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



## MOTORISED ARTILLERY BATTERY

### PLATOON

HQ Section with:

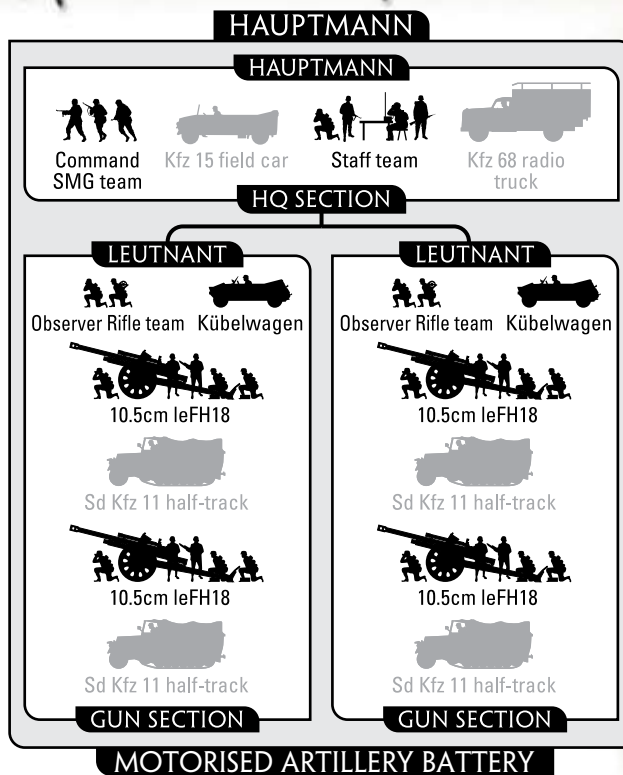
4 10.5cm leFH18	210 points
2 10.5cm leFH18	115 points

### 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 jeep with Observer Panzer II OP tanks for +10 points per tank.

*Observer Panzer II OP tanks cannot launch assaults.*

Divisional towed artillery is an effective and cost efficient means of supporting your defence. The 10.5cm gun can deliver a high volume of fire with the ability to destroy the toughest enemy targets.



## MOTORISED HEAVY ARTILLERY BATTERY

### PLATOON

HQ Section with:

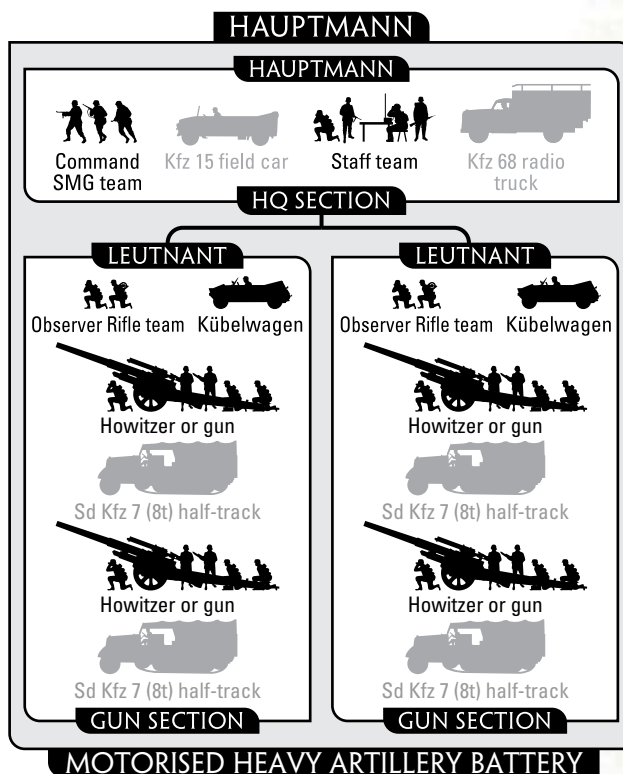
4 15cm sFH18	310 points
2 15cm sFH18	160 points
4 s10cm K18	395 points
2 s10cm K18	205 points

### OPTIONS

- Add Kfz 15 field car, Kfz 68 radio truck and Sd Kfz 7 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 jeep with Observer Panzer II OP tanks for +10 points per tank.

*Observer Panzer II OP tanks cannot launch assaults.*

*Motorised Heavy Artillery Batteries may not be placed from Ambush within 16"/40cm of enemy teams.*



## ARMoured ARTILLERY BATTERY

### PLATOON

HQ Section with:

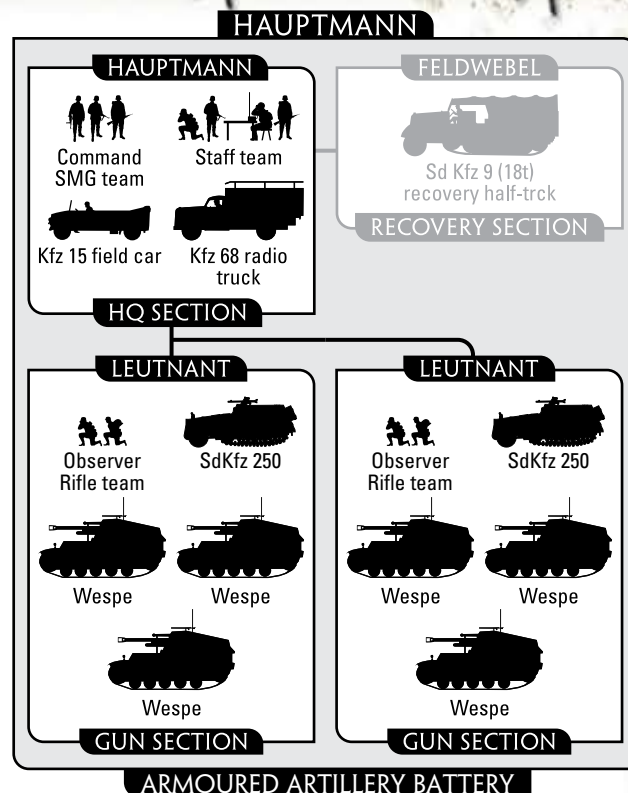
6 Wespe	435 points
4 Wespe	315 points
3 Wespe	235 points
2 Wespe	170 points

### 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.

*Observer Panzer III OP tanks cannot launch assaults.*

Providing direct support to counterattacking Panzers with concentrated artillery fire will create the environment needed to halt the enemy advance and send them reeling back to their lines.



## ARMoured HEAVY ARTILLERY BATTERY

### PLATOON

HQ Section with:

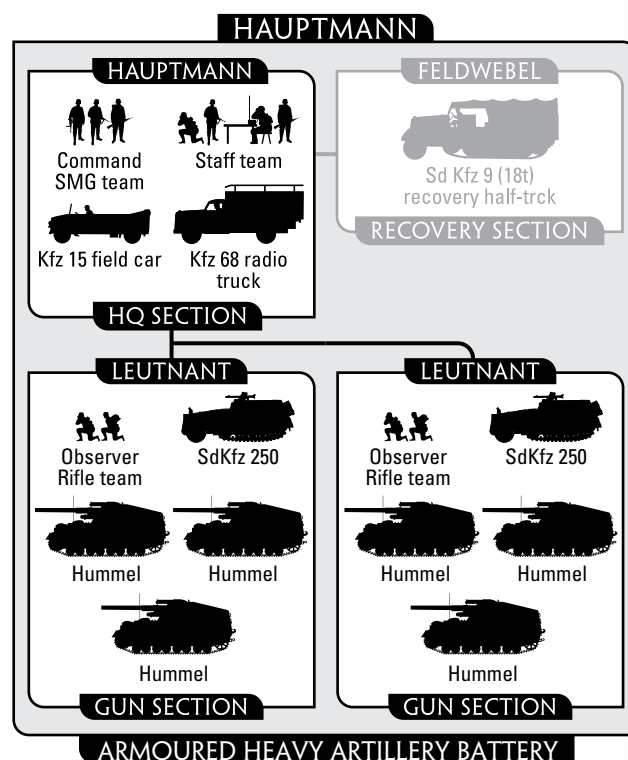
6 Hummel	560 points
4 Hummel	405 points
3 Hummel	300 points
2 Hummel	210 points

### 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.

*Observer Panzer III OP tanks cannot launch assaults.*

Providing direct support to counterattacking Panzers with concentrated artillery fire will create the environment needed to halt the enemy advance and send them reeling back to their lines.





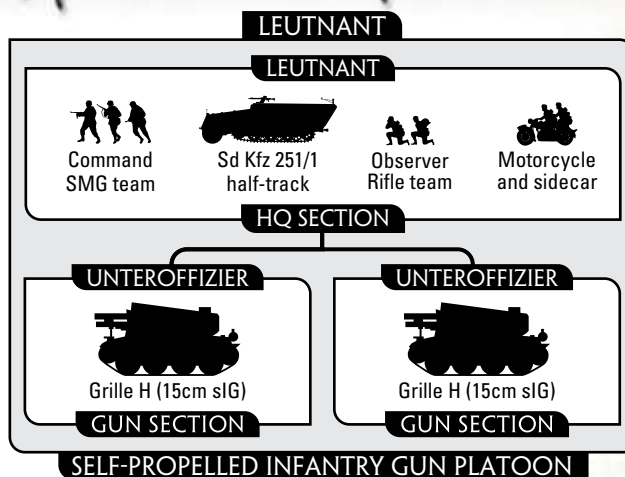
## SELF-PROPELLED INFANTRY GUN PLATOON

### PLATOON

HQ Section with:

2 Grille H	175 points
2 Grille K	170 points

The self-propelled infantry gun brings mobility to the flexibility of a field gun. It can support your initial defensive operations and then move forward to support counterattacks with indirect and direct fire.

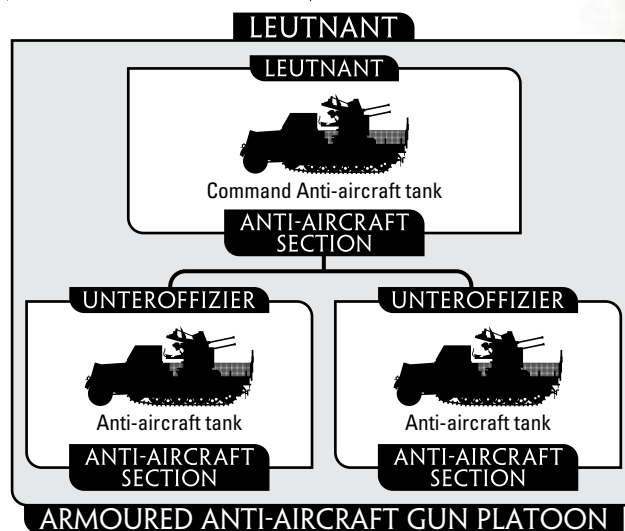


## ARMoured ANTI-AIRCRAFT GUN PLATOON

### PLATOON

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 Möbelwagen (3.7cm)	165 points
2 Möbelwagen (3.7cm)	110 points

Keeping enemy aircraft off your support platoons is critical to the success of your defensive and counterattack plans.



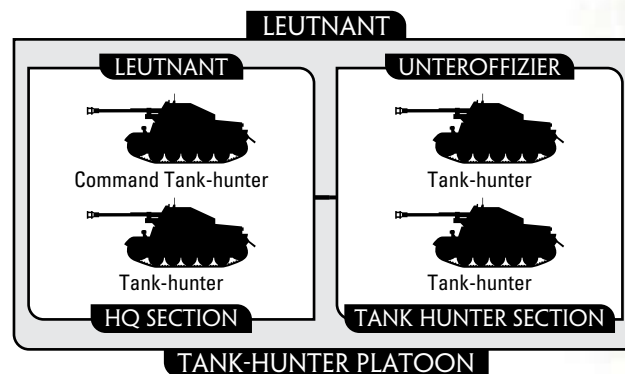
## TANK-HUNTER PLATOON

### PLATOON

4 Marder III M	255 points
3 Marder III M	190 points
2 Marder III M	125 points

- Replace all Marder III M with Marder III H for +5 points for the platoon.

4 Hornisse	465 points
3 Hornisse	350 points
2 Hornisse	235 points



## VETERAN TANK-HUNTER PLATOON

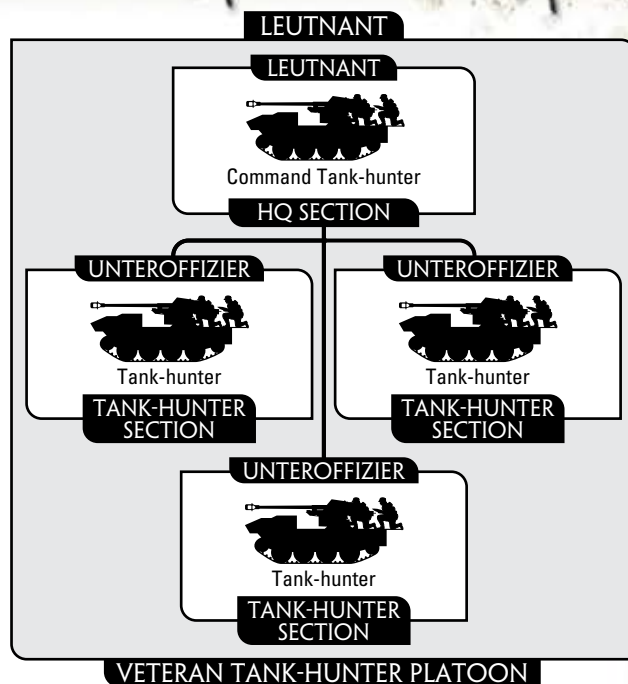
### PLATOON

4 7.5cm PaK40 auf RSO	225 points
3 7.5cm PaK40 auf RSO	170 points
2 7.5cm PaK40 auf RSO	115 points
4 Hetzer	340 points
3 Hetzer	255 points
2 Hetzer	170 points

*A Veteran Tank-hunter Platoon benefits from the Shoot and Scoot, and Manoeuvre and Fire special rules.*

### SHOOT AND SCOOT:

*Veteran Tank-hunter Platoons Stormtrooper on a roll of 2+.*



### MANOEUVRE AND FIRE

Experienced tank-hunters would prepare firing and movement routes within concealing terrain to maximize their effectiveness against advancing enemy armour.

*Veteran Tank-hunter Platoons may prepare alternate firing positions. At the start of the game choose a single piece of Concealing Area Terrain or Linear Obstacle that provides Concealment. If a Veteran Tank-hunter Platoon is placed from Ambush choose the terrain feature at the start of the Starting Step in the turn the ambushing platoon is placed. The selected terrain feature must be at least partially within your deployment area.*

*As long as the whole platoon remains Concealed within or behind the selected terrain feature, they may shoot using their full ROF when they move, as if they had not moved. If the platoon leaves the selected terrain feature, or is no longer Concealed from enemy teams other than aircraft, they lose the benefit of the Manoeuvre and Fire special rule for the remainder of the game.*

#### AREA TERRAIN

If any Tank-hunter from the platoon leaves the selected terrain feature, the platoon loses the benefit of the Manoeuvre & Fire special rule.

Tank-hunters may move freely within the area terrain and fire at their full rate of fire.

#### LINEAR TERRAIN

Linear Obstacles that are not continuous prevent Manoeuvre & Fire

Tank-hunters can use Manoeuvre & Fire by remaining behind and right up against a Linear Obstacle



# LUFTWAFFE SUPPORT (II FLAK KORPS)

## MOTIVATION AND SKILL

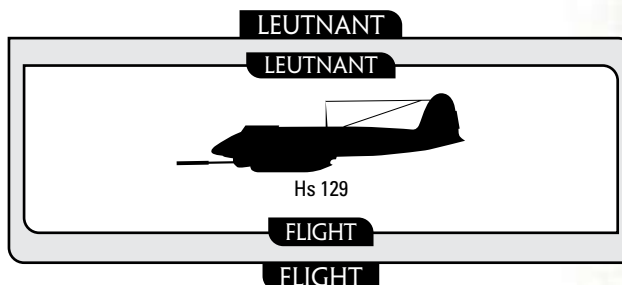
*II Flak Korps is well-trained in anti-aircraft work but has little to no expertise in ground combat. They are desperately trying to keep behind the rapidly disintegrating German front line, but keep finding themselves in the thick of the battle. As such they are rated as Reluctant Trained.*

## AIR SUPPORT

### SPORADIC AIR SUPPORT

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

The Hs 129 was a formidable ground-attack aircraft nicknamed the *Panzerknacker* by the *Luftwaffe*. Armed with the 7.5cm main gun from the Panzer IV tank, the Hs 129B3 was able to knock out any tank in the world.



## HEAVY ANTI-AIRCRAFT GUN PLATOON

### PLATOON

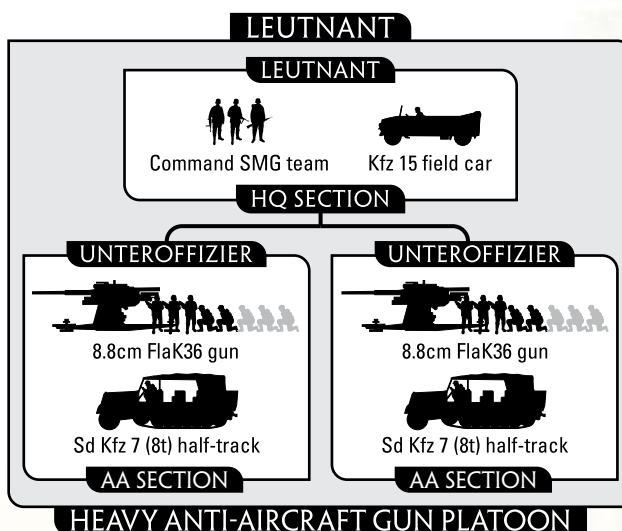
HQ Section with

2 Anti-aircraft Sections	95 points
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### OPTION

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

Flak battalions of the Luftwaffe have supported the defensive operations since the beginning of the war. Though not your primary operation you can, when called upon, bring the power of the 8.8cm gun to bear.



## LIGHT ANTI-AIRCRAFT GUN PLATOON

### PLATOON

HQ Section with:

3 3.7cm FlaK43 65 points

3 2cm FlaK38 (V) 60 points

### OPTIONS

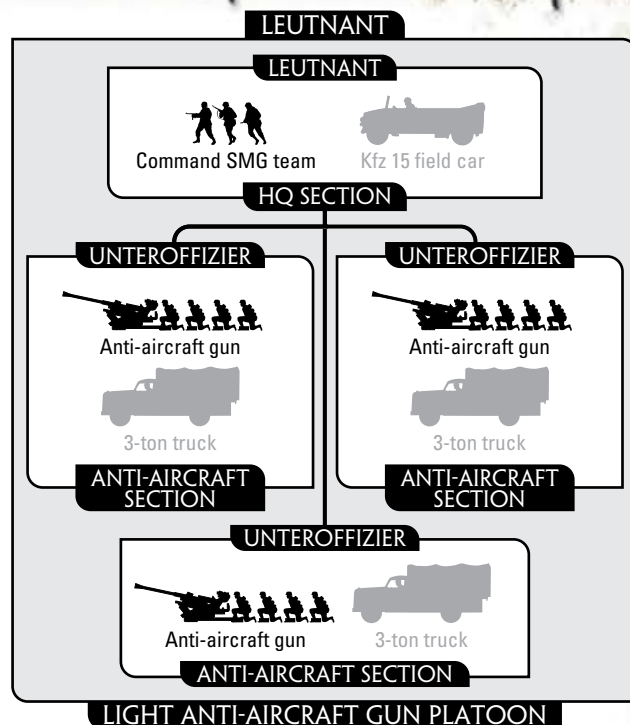
- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.
- Replace all 2cm Flakvierling 38 guns with Quad 2cm FlaK Nests and remove the Command SMG team for +25 points per gun.

*You force may only have one Light Anti-aircraft Gun Platoon equipped with Quad 2cm FlaK Nests.*

Fielding anti-aircraft guns protect your soft rear-area assets from enemy fighter bombers. Providing this point defence is best accomplished when your guns are in fortified positions. This also affords some protection against enemy reconnaissance and infantry platoons. The high rate of fire of anti-aircraft guns effectively clears the skies of aircraft or brings much needed support to your dwindling infantry when fighting advancing enemy formations.

*A Walkürekompanie containing any Quad 2cm FlaK Nests from a Light Anti-aircraft Gun Platoon as its only fortifications is not a Fortified Company.*

*Quad 2cm FlaK Nests follow the Fortification Placement rules on page 262 of the rulebook.*



In a particularly ingenious idea to quickly protect their anti-aircraft assets while still providing direct support for their infantry, the Germans would place 2cm quad anti-aircraft guns on the roofs, attics, or the top floors of buildings.

This tactic allowed the guns to fire at Soviet aircraft as well as providing direct firepower against assaulting infantry.

By sand bagging and fortifying the house, the *Flak Nest* was protected against all but heavy calibre high explosives.



# 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 IV H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther A <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 <i>2</i>	5 <i>14</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Wide tracks
Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 <i>2</i>	8 <i>13</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Wide tracks. <i>Slow traverse.</i>

## ASSAULT GUNS AND TANK-HUNTERS

StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	3 <i>10</i>	1 <i>2+</i>	Hull MG, Protected ammo, Schürzen. <i>Hull mounted, Breakthrough gun, Smoke.</i>
PaK 40 auf RSO <i>7.5cm PaK40 gun</i>	Slow Tank <i>32"/80cm</i>	0 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	<i>Hull mounted.</i>
Marder III H <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	Hull MG. <i>Hull mounted.</i>
Marder III M <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	0 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	AA MG. <i>Hull mounted.</i>
Hetzer <i>7.5cm PaK39 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	2 <i>11</i>	1 <i>3+</i>	Hull MG, Overloaded <i>Hull mounted.</i>
Hornisse <i>8.8cm PaK43 gun</i>	Standard Tank <i>40"/100cm</i>	1 <i>2</i>	1 <i>16</i>	0 <i>3+</i>	AA MG, Protected ammo. <i>Hull mounted.</i>

## ARTILLERY (SP)

Wespe <i>10.5cm leFH18 howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 <i>1</i> <i>-</i>	1 <i>10</i> <i>4</i>	0 <i>2+</i> <i>4+</i>	AA MG, Protected ammo. <i>Hull mounted, Breakthrough gun, Smoke</i> <i>Smoke bombardment</i>
Hummel <i>15cm sFH18 howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 <i>1</i> <i>-</i>	1 <i>13</i> <i>5</i>	0 <i>1+</i> <i>2+</i>	AA MG, Protected ammo. <i>Hull mounted, Bunker buster, Smoke</i> <i>Smoke bombardment</i>

## INFANTRY GUNS (SP)

Grille (15cm sIG) H <i>15cm sIG33 gun</i> <i>Firing bombardments</i>	Standard Tank <i>16"/40cm</i> <i>56"/140cm</i>	2 <i>1</i> <i>-</i>	1 <i>13</i> <i>4</i>	0 <i>1+</i> <i>2+</i>	AA MG. <i>Hull mounted, Bunker buster.</i>
Grille (15cm sIG) K <i>15cm sIG33 gun</i> <i>Firing bombardments</i>	Standard Tank <i>16"/40cm</i> <i>56"/140cm</i>	0 <i>1</i> <i>-</i>	0 <i>13</i> <i>4</i>	0 <i>1+</i> <i>2+</i>	AA MG. <i>Hull mounted, Bunker buster.</i>

## ANTI-AIRCRAFT (SP)

Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	- <i>6</i>	- <i>5</i>	- <i>5+</i>	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>	0 <i>6</i>	0 <i>5</i>	0 <i>5+</i>	<i>Anti-aircraft.</i>
Möbelwagen (3.7cm) <i>3.7cm FlaK43 gun</i>	Standard Tank <i>24"/60cm</i>	0 <i>4</i>	0 <i>6</i>	0 <i>4+</i>	<i>Anti-aircraft.</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.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 (V) gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.

## 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	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.

### VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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## TRANSPORT TEAMS

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

### TRUCKS

BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Schwimmwagen	Jeep	-	-	-	Amphibious, Passenger-fired hull MG.
Kettenkrad half-track or Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
RSO	Slow Tank	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

### TRACTORS

Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

### ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, 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>

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Hs 129B	Cannon	2+	9	4+	Flying Tank
Hs 129B3	Cannon MG	4+ 3+	15 6	3+ 5+	Flying Tank, No HE
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	

## BUNKERS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flak Nest	16"/40cm	6	5	5+	ROF 3 when pinned, Anti-aircraft.