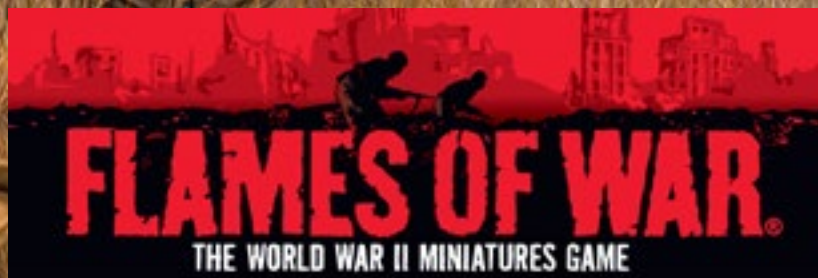




KAVALLERIESCHWADRON



Kavallerieschwadron

CAVALRY SQUADRON

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



3

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

COMBAT PLATOONS

INFANTRY



3

INFANTRY



3

4

INFANTRY



3

4

WEAPONS PLATOONS

MACHINE-GUNS



4

MACHINE-GUNS OR
ARTILLERY



4

4

ANTI-TANK



5

REGIMENTAL SUPPORT PLATOONS

INFANTRY



5

RECONNAISSANCE



5

ARTILLERY



6

ANTI-TANK



6

DIVISIONAL SUPPORT PLATOONS

ANTI-TANK



7

ANTI-TANK



7

INFANTRY



8

3

5

8

RECONNAISSANCE



9

9

9

ARTILLERY



10

ARTILLERY



10

10

AIRCRAFT



11

German Special Rules

German companies use the German National Special Rules on pages 241 to 245 of the Flames Of War rulebook. Cavalry teams use the Cavalry rules on pages 202 to 204 of the Flames Of War rulebook.

MOTIVATION AND SKILL

The 1st Cavalry Brigade served with distinction throughout the Polish campaign. After this the brigade was expanded into the 1st Cavalry Division (1. Kavalleriedivision) and took part in the French campaign. In Russia the divisions spent the first two months of Operation Barbarossa in action. A Kavallerieschwadron is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

KAVALLERIESCHWADRON HQ

HEADQUARTERS

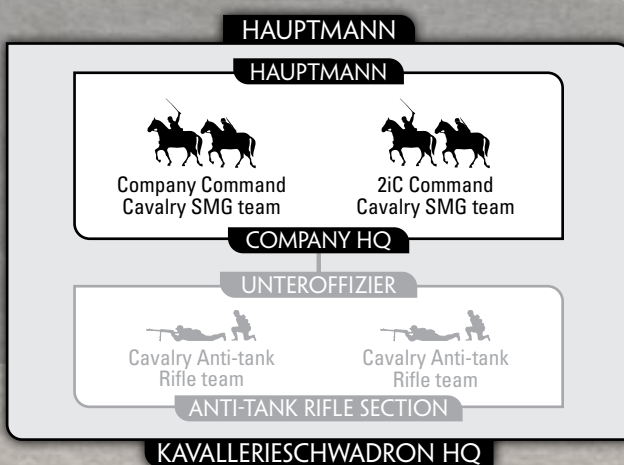
Company HQ 50 points

Add Anti-tank Rifle Section +55 points

OPTIONS

- Replace either or both Command Cavalry SMG teams with Command Cavalry Panzerknacker SMG teams for +10 points per team.

A cavalry squadron is commanded by a Hauptmann (Captain). Under his command are three platoons.



COMBAT PLATOONS

KAVALLERIE PLATOON

PLATOON

HQ Section with:

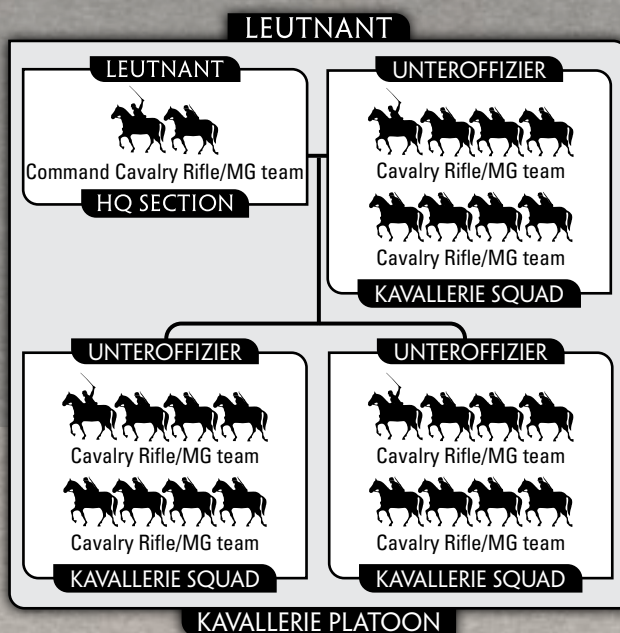
3 Kavallerie Squads 180 points

2 Kavallerie Squads 130 points

OPTION

- Replace Command Cavalry Rifle/MG team with a Command Cavalry SMG team at no cost, or a Command Cavalry Panzerknacker SMG team for +10 points.

The cavalry are just as well-armed as the infantry. Each Kavallerie Squad is equipped with carbines and one MG34 light machine-gun, giving them plenty of firepower. They also have their horses, reliable companions on campaign. Being mounted gives them great tactical and strategic mobility allowing them to out manoeuvre the enemy.



DISMOUNTED KAVALLERIE PLATOON

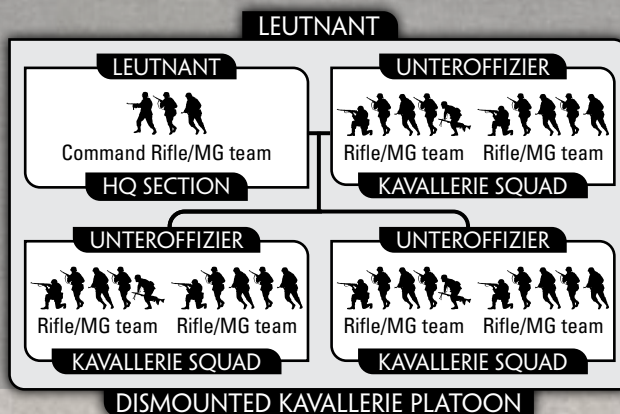
PLATOON

HQ Section with:

3 Kavallerie Squads	155 points
2 Kavallerie Squads	110 points

OPTION

- Replace Command Rifle/MG team with a Command SMG team at no cost, or a Command Cavalry Panzerknacker SMG team for +10 points.



Modelling German Cavalry

German Cavalry can be modelled using the Hungarian Cavalry models found in the HU708 Huszár Platoon.

For the those of you who like a modelling challenge you can swap some heads on the Cavalry by using the GSO189 German Heads from the special order range. GSO181 MG34 & MG42 can also be used to give the cavalry a more appropriate light machine-gun.

WEAPONS PLATOONS

KAVALLERIE MACHINE-GUN PLATOON

PLATOON

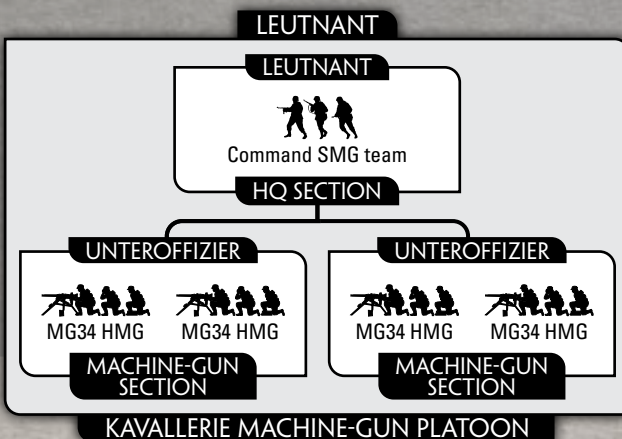
HQ Section with:

2 Machine-gun Sections	135 points
1 Machine-gun Section	70 points

OPTION

- Mount Command SMG team and all MG34 HMG teams as Cavalry for +5 points per team.

Machine-gun firepower is provided by the men of the machine-gun platoon armed with sMG34 heavy machine-guns.



KAVALLERIE MORTAR PLATOON

PLATOON

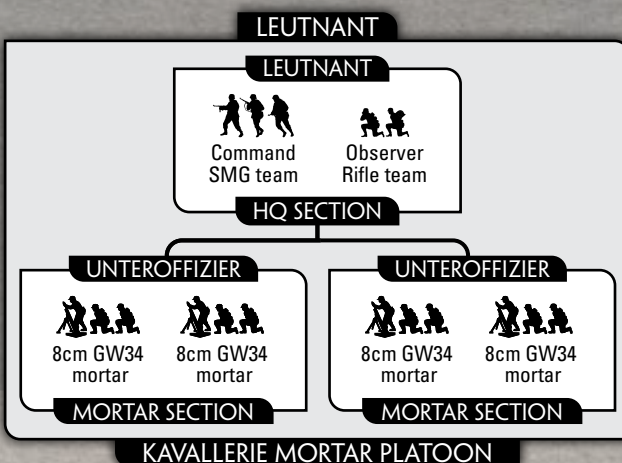
HQ Section with:

2 Mortar Sections	120 points
1 Mortar Section	70 points

OPTION

- Mount Command SMG team, Observer Rifle team, and all 8cm GW34 mortars as Cavalry for +5 points per team.

The 8cm GW34 mortar provided the cavalry with immediate artillery support, as well as direct fire support. They can knock out enemy gun nests and pin down enemy positions.



KAVALLERIE ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

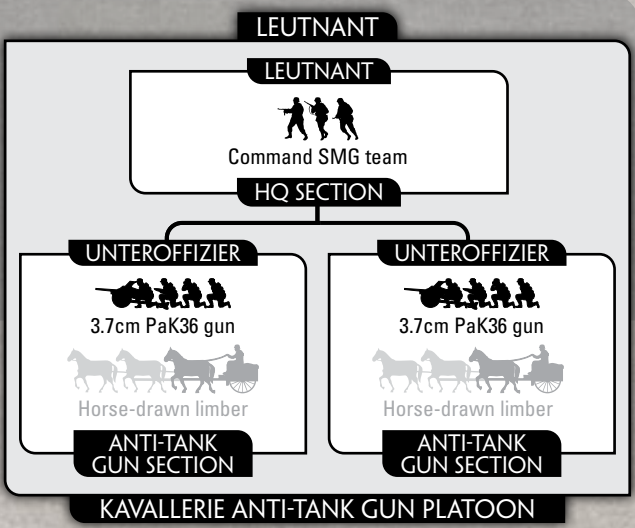
- 2 3.7cm PaK36
- 75 points

OPTION

- Mount Command SMG team as Cavalry, and add Horse-drawn limbers for +5 points for the platoon.

Kavallerie Anti-tank Gun Platoons use the Horse Artillery special rule on page 118 of the rulebook.

The cavalry's anti-tank guns are light, but mobile. Their horse-limber teams and crews are trained for rapid deployment.



REGIMENTAL SUPPORT PLATOONS

KAVALLERIEPIONIER PLATOON

PLATOON

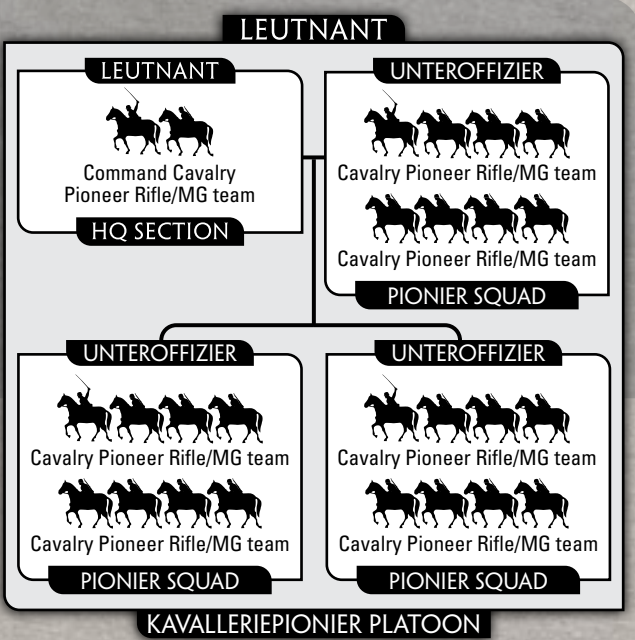
HQ Section with:

- 3 Pionier Squads
- 230 points
- 2 Pionier Squads
- 165 points

OPTION

- Replace Command Cavalry Pioneer Rifle/MG team with a Command Cavalry Pioneer SMG team at no cost.

In the cavalry division even the pioneers are mounted for mobility. They carry with them light engineering equipment such as explosives and mines to be used when called on.



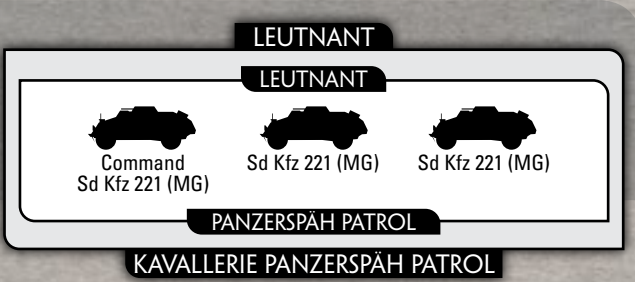
KAVALLERIE PANZERSPÄH PATROL

PLATOON

- 3 Sd Kfz 221 (MG)
- 100 points
- 2 Sd Kfz 221 (MG)
- 70 points

Kavallerie Panzerspäh Patrols are Reconnaissance Platoons.

Not all the troops in the cavalry division are mounted on horses. The reconnaissance troops are issued with light



armoured cars to scout ahead of the divisions. Their light armour protects them from enemy small arms fire.

KAVALLERIE INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 7.5cm leIG18

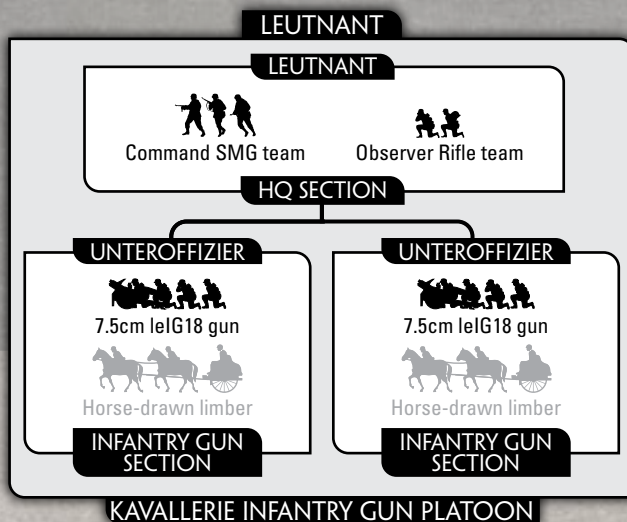
65 points

OPTION

- Mount Command SMG team and Observer Rifle team as Cavalry, and add Horse-drawn limbers for +5 points for the platoon.

Kavallerie Infantry Gun Platoons use the Horse Artillery special rule on page 118 of the rulebook.

Light infantry guns give the cavalry excellent weapons for knocking out enemy guns and dug-in infantry.



KAVALLERIE REGIMENTAL ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 5cm PaK38

255 points

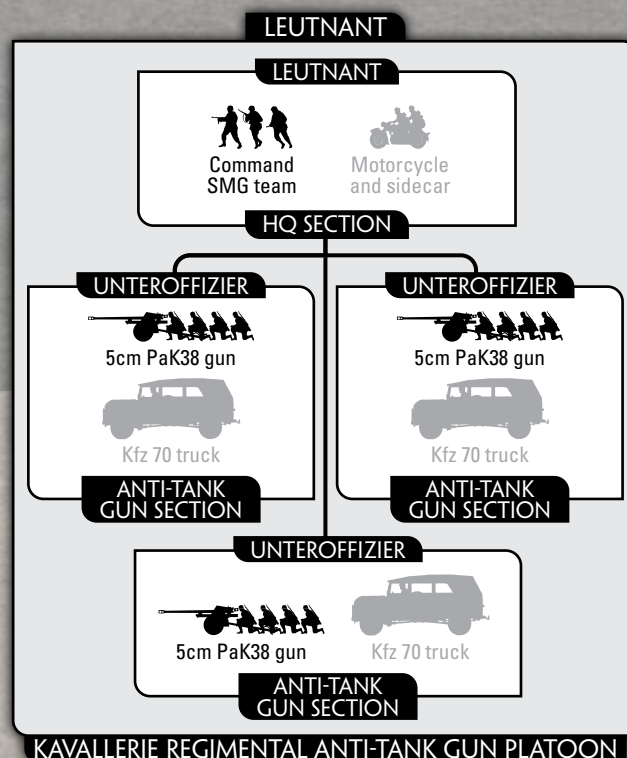
2 5cm PaK38

170 points

OPTION

- Add Motorcycle and sidecar and Kfz 70 trucks for +5 points for the platoon.

The regimental anti-tank guns are armed with hard hitting 5cm PaK38 gun by 1941, just in time to counter the new T-34 tanks used by the Soviets. They medium guns are pulled by light trucks to allow them to keep pace with the cavalry.



Divisional Support

MOTIVATION AND SKILL

The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe! Divisional Support Platoons are rated **Confident Veteran** unless otherwise noted.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

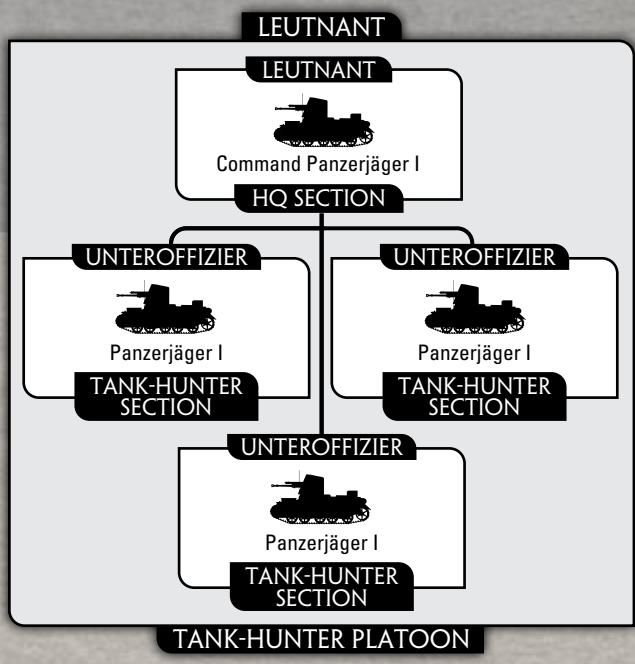
TANK-HUNTER PLATOON

PLATOON

4 Panzerjäger I	335 points
3 Panzerjäger I	250 points
2 Panzerjäger I	165 points

German High Command recognised the need for a specialised vehicle capable of engaging enemy heavy tanks with a weapon of greater penetrating power than the standard 3.7cm PaK36. To meet this need, they fitted a Czech 4.7cm anti-tank gun in a limited traverse mount on a Panzer I chassis with a gun shield to protect the crew. The resulting vehicle was called the *4.7cm PaK(t) (Sf) auf Panzerkampfwagen I Ausf B*, or Panzerjäger I for short.

The Panzerjäger I tank-hunter was used by 521. Panzerjäger Abteilung, 529. Panzerjäger Abteilung, 616. Panzerjäger Abteilung, 643. Panzerjäger Abteilung, and 670. Panzerjäger Abteilung in the Soviet Union. Army Group Centre (Panzergruppe 2, Panzergruppe 4, and 4. Armee) received three companies, Army Group North and Army Group South, one company each, attached respectively to Panzergruppe 4 and Panzergruppe 1.



DIVISIONAL ANTI-TANK GUN PLATOON

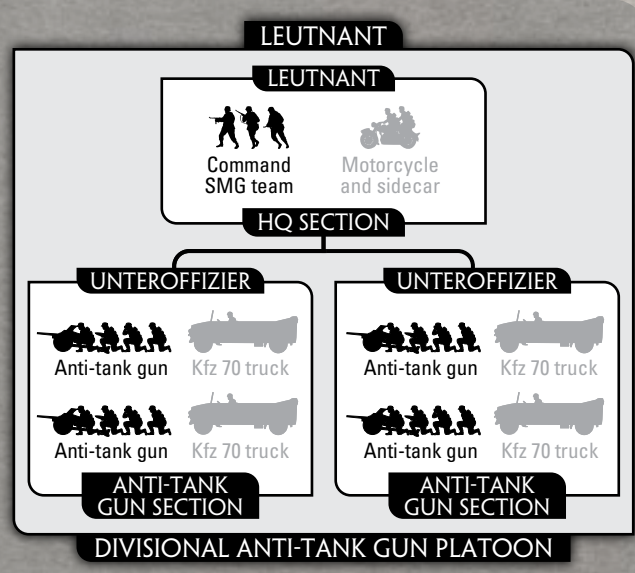
PLATOON

HQ Section with:

4 3.7cm PaK36	145 points
3 3.7cm PaK36	110 points
2 3.7cm PaK36	75 points
3 5cm PaK38	255 points
2 5cm PaK38	170 points
2 7.62cm FK36(r)	240 points
2 7.62cm FK39(r)	200 points

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.



The Panzerjäger Abteilung of a panzer division is equipped with 3.7cm PaK36 light anti-tank guns as well as new medium 5cm PaK38 anti-tank guns. Some crews have pushed captured Red Army field guns into service to deal

with the threat from new well-armoured tanks like the T-34. These 7.62cm field guns offer a bit more punch and range than the lighter anti-tank guns.

KRADSCHÜTZEN PLATOON

PLATOON

HQ Section with:

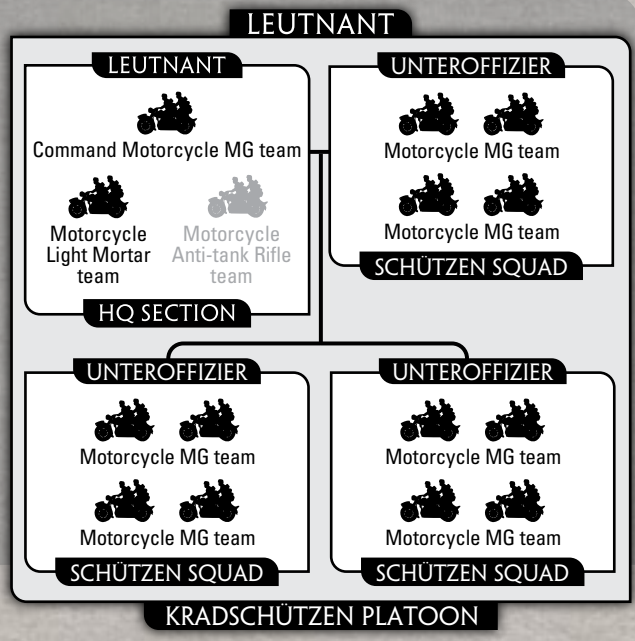
3 Schützen Squads	290 points
2 Schützen Squads	215 points
Add a Motorcycle Anti-tank Rifle team	+20 points

OPTIONS

- Replace Command Motorcycle MG team with a Command Motorcycle SMG team at no cost.
- Replace Command Motorcycle MG team or Command Motorcycle SMG team with a Command Motorcycle Panzerknacker SMG team for +10 points.

Kradschützen Platoons use the Motorcycle Reconnaissance rules on pages 196 to 197 of the Flames Of War rulebook and are Reconnaissance Platoons while mounted.

Filling the dual role of fast mobile infantry and light reconnaissance, the *Kradschützen* troops are an invaluable part of the German war machine. Armed with two MG-34



machine-guns in each squad, they have plenty of firepower on attack and defence. While dismounted they fight as hard as any other German infantry and can be armed with an anti-tank rifle and Panzerknacker anti-tank teams in addition to their rifles and machine-guns.

INFANTERIE PLATOON

PLATOON

HQ Section with:

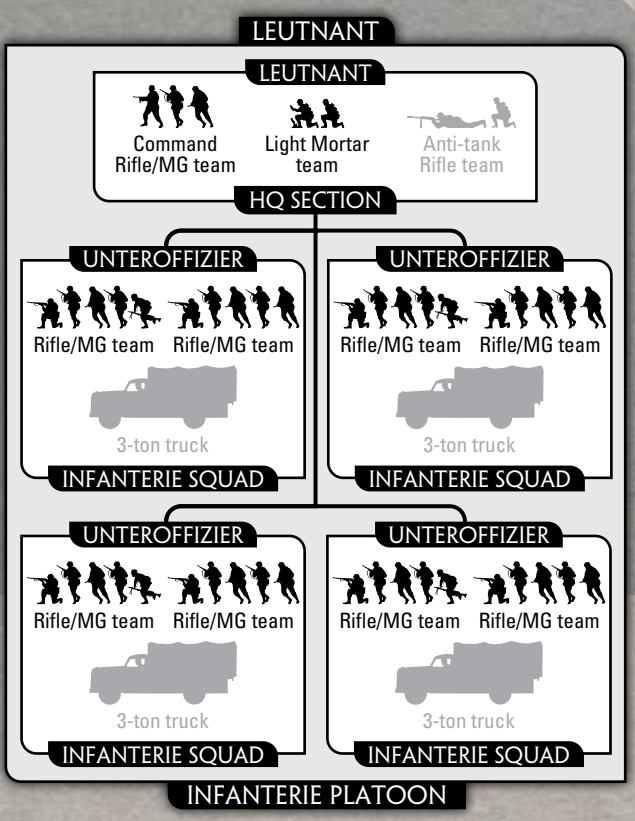
4 Infanterie Squads	220 points
3 Infanterie Squads	175 points
2 Infanterie Squads	130 points
Add Anti-tank Rifle team	+20 points

OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
- Add 3-ton trucks for +5 points for the platoon.

The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance. The motorised divisions are the second line, following the panzer troops, securing ground and holding off enemy counterattacks.

The bulk of the German infantry travel on foot. This does not diminish their fighting ability or importance to the German war effort. They fight with the same determination and skill as their motorised brothers-in-arms.



No matter their transport situation, Infanterie Platoons are well-armed with a MG-34 machine-gun in each squad and access to anti-tank rifles and Panzerknacker teams.

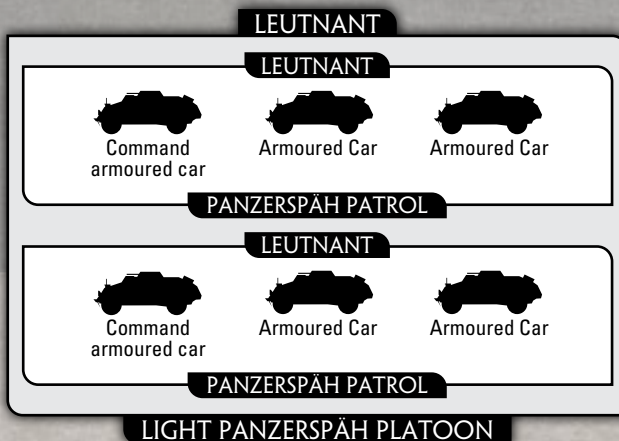
LIGHT PANZERSPÄH PLATOON

PLATOON

6 Sd Kfz 221 (MG)	200 points
3 Sd Kfz 221 (MG)	100 points
6 Panhard 178 (f)	270 points
3 Panhard 178 (f)	135 points

The Panzerspäh Patrols of a Light Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.



Kradschützen troops also served with the *Aufklärungs Abteilung* (reconnaissance detachment) of the panzer divisions and fought alongside the armoured cars. The Light Panzerspäh Platoon is made up of six Sd Kfz 221 light armoured cars, but some divisions were instead issued with captured French Panhard armoured cars.

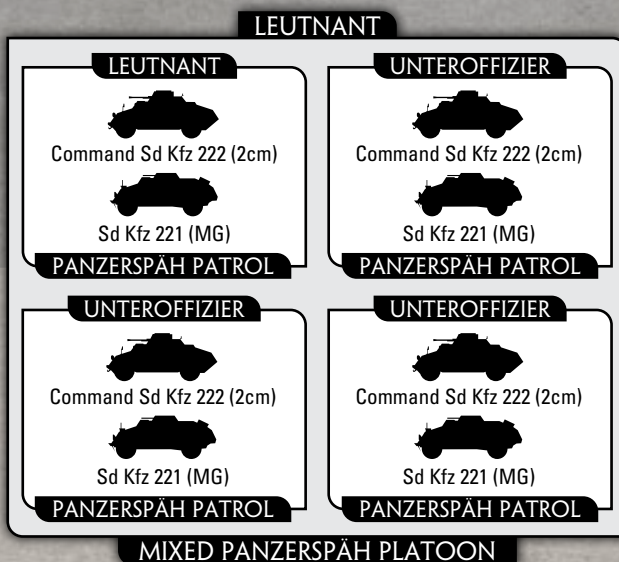
MIXED PANZERSPÄH PLATOON

PLATOON

4 Panzerspäh Patrols	300 points
3 Panzerspäh Patrols	225 points
2 Panzerspäh Patrols	150 points
1 Panzerspäh Patrol	75 points

The Panzerspäh Patrols of a Mixed Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.



HEAVY PANZERSPÄH PLATOON

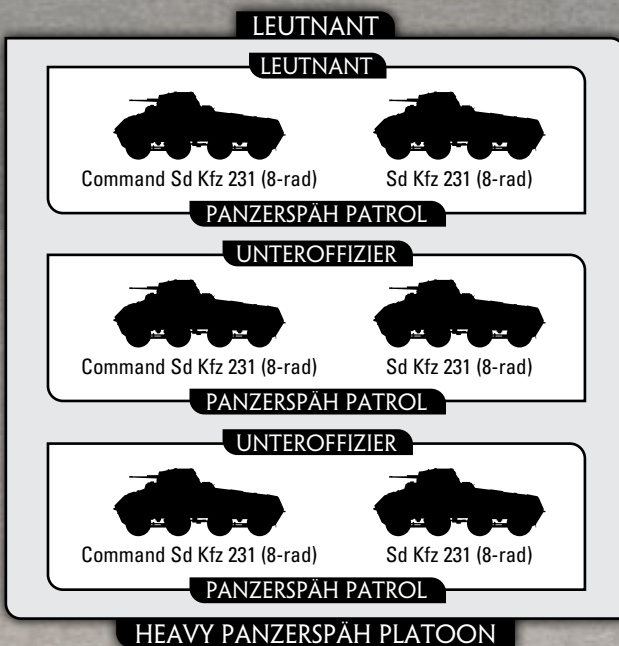
PLATOON

6 Sd Kfz 231 (8-rad)	330 points
4 Sd Kfz 231 (8-rad)	220 points
2 Sd Kfz 231 (8-rad)	110 points

The Panzerspäh Patrols of a Heavy Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.

The third Panzerspäh Platoon from a panzer division *Aufklärungs Abteilung* is equipped with eight-wheeled Sd Kfz 231 (8-rad) heavy armoured cars. These armoured cars are well-protected and armed with a 2cm cannon.



HORSE ARTILLERY BATTERY

PLATOON

HQ Section and:

2 Gun Section with: 4 7.5cm FK18	280 points
1 Gun Section with: 2 7.5cm FK18	150 points

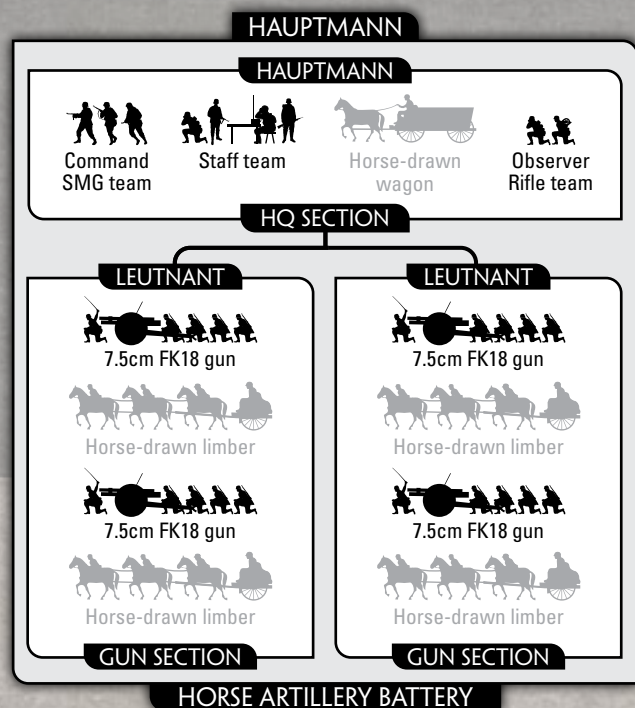
OPTION

- Mount Command SMG team and Observer Rifle team as Cavalry, and add Horse-drawn wagon and limbers for +5 points for the battery.

Horse Artillery Batteries use the Horse Artillery special rule on page 118 of the rulebook.

A Horse Artillery Battery may not be deployed in Ambush.

The cavalry division is issued with light field guns that can be quickly manoeuvred into action by their highly drilled horse-drawn limber teams and crew.



LIGHT ARTILLERY BATTERY

PLATOON

HQ Section with:

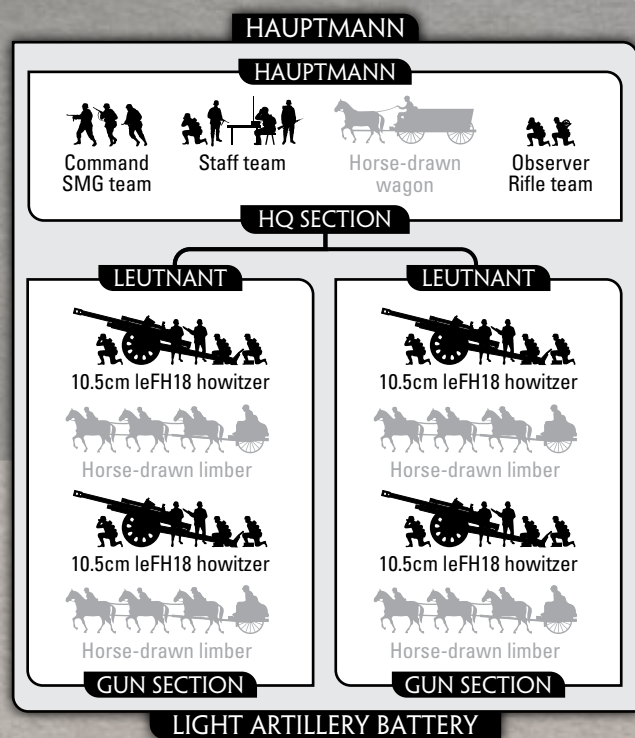
4 10.5cm leFH18	360 points
2 10.5cm leFH18	190 points

OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.

A Light Artillery Battery may not be deployed in Ambush.

The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.



AIR SUPPORT

PRIORITY AIR SUPPORT

Ju 87B Stuka

150 points

- Establish a Stuka Schwerpunkt for +25 points.

LIMITED AIR SUPPORT

Ju 87B Stuka

115 points

STUKA SCHWERPUNKT

The role of the *Luftwaffe* (Air Force) in Operation Barbarossa was to focus its efforts at the breakthrough points, totally dominating the air above the battle.

If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.

LEUTNANT

LEUTNANT



Ju 87B Stuka

FLIGHT

AIR SUPPORT

The Junkers Ju 87B dive bomber was known by both sides as the Stuka (an abbreviation for the German word for dive bomber). The bent wing silhouette of the Stuka epitomised Blitzkrieg warfare, developing a fearsome reputation during the Polish campaign, which it further enhanced with massed dive-bombing attacks during the Battle of France. They were once more in action during Operation Barbarossa, leading the assault on Soviet airfields and troop concentrations.

German Arsenal

TANK TEAMS

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

TANK-HUNTERS

Panzerjäger I <i>4.7cm PaK(t) gun</i>	Half-tracked <i>24"/160cm</i>	0 2	0 8	0 4+	<i>Hull mounted.</i>
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ARMoured CARS

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG
Sd Kfz 222 (2cm, early) <i>2cm KwK38 gun</i>	Wheeled <i>16"/40cm</i>	0 3	0 5	0 5+	Co-ax MG. <i>Self-defence anti-aircraft.</i>
Panhard 178 (f) (Panhard AMD-35) <i>2.5cm KwK(f) gun</i>	Wheeled <i>16"/40cm</i>	1 2	1 6	0 5+	Co-ax MG, Limited vision. <i>No HE.</i>
Sd Kfz 231 (8-rad) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	2 3	0 5	0 5+	Co-ax MG.

RECONNAISSANCE

Motorcycle SMG team <i>SMG</i>	Jeep <i>4"/10cm</i>	- 3	- 1	- 6	Motorcycle reconnaissance, Dismount as SMG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Panzerknacker SMG team <i>SMG</i>	Jeep <i>4"/10cm</i>	- 3	- 1	- 6	Motorcycle reconnaissance, Dismount as Panzerknacker SMG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle MG team <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Light Mortar team <i>Light Mortar</i>	Jeep <i>16"/40cm</i>	- 1	- 1	- 4+	Motorcycle reconnaissance, Dismount as Light Morat team. <i>Hull mounted, Awkward layout, Smoke, Can fire over friendly troops.</i>
Motorcycle Anti-tank Rifle team <i>7.92mm PzB39 anti-tank rifle</i>	Jeep <i>16"/40cm</i>	- 1	- 4	- 6	Motorcycle reconnaissance, Dismount as Anti-tank Rifle team. <i>Hull mounted, Awkward layout.</i>

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

TRUCKS

Motorcycle & Sidecar or Kfz 15 field car	Jeep	-	-	-
Krupp or Styer Kfz 70 or Opel Blitz 3-ton truck	Wheeled	-	-	-
Opel Kfz 68 radio truck	Wheeled	-	-	-
Horse-drawn wagon	Wagon	-	-	-

TRACTORS

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

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
MG34 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MORTARS						
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
INFANTRY GUNS						
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
ANTI-TANK GUNS						
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.62cm FK36(r) gun	Heavy	32"/80cm	2	10	3+	Gun shield.
7.62cm FK39(r) gun	Heavy	32"/80cm	2	9	3+	Gun shield.
ARTILLERY						
7.5cm Fk18 (75/27) gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	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	11	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.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4. Panzerknackers are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4+	5	2+	Optional Stuka Schwerpunkt (p. 41).