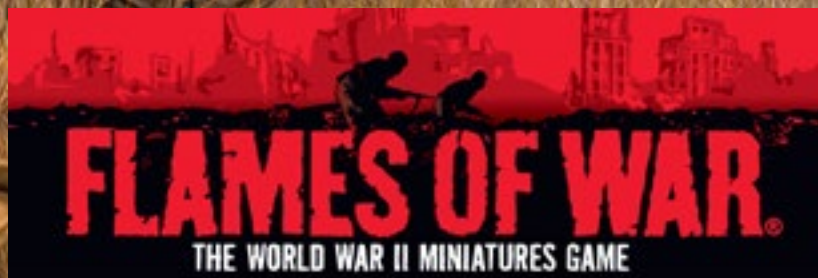




# LEICHTE PIONIERKOMPANIE





# Leichte Pionierkompanie

LIGHT PIONEER COMPANY

(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

4

INFANTRY



3

INFANTRY/ARMOUR



3

4

ARMOUR



4

## LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons who retain their own ratings.  
Luftwaffe Platoons count as Allied Platoons (see the Flames Of War rulebook).

## DIVISIONAL SUPPORT PLATOONS

ARMOUR



5

5

5

6

6

7

ARMOUR



6

6

7

7

ANTI-TANK



8

ANTI-TANK



8

8

ANTI-TANK



9

13

INFANTRY



9

10

10

ARTILLERY



11

11

ARTILLERY



11

12

ANTI-AIRCRAFT



13

AIRCRAFT



13

# German Special Rules

German companies use the German National Special Rules on pages 241 to 245 of the Flames Of War rulebook.

## MOTIVATION AND SKILL

*Panzer and motorised divisions relied on their pioneers to cross rivers and other obstacles in their path. The Pioneers didn't let them down. A Leichte Pionierkompanie (pronounced liesht-er pi-o-neerr kom-pan-ee) is rated as **Confident Veteran**.*

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

## HEADQUARTERS

### LEICHTE PIONIERKOMPANIE HQ





#### HEADQUARTERS

Company HQ

45 points

#### OPTION

- Replace Company Command SMG team and motorcycle and sidecar with Company Command Panzer I tank for +15 points.

HAUPTMANN			
HAUPTMANN			
			
Company Command SMG team	Motorcycle and sidecar	2iC Command SMG team	Motorcycle and sidecar
COMPANY HQ			
LEICHTE PIONIERKOMPANIE HQ			

## COMBAT PLATOONS

### LEICHTE PIONIER PLATOON

#### PLATOON

HQ Section with:

3 Pioneer Squads

245 points







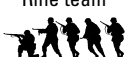











2 Pioneer Squads

175 points

#### OPTIONS

- Replace Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points.
- Add second Kfz 70 truck to each squad at no cost.
- Add Pioneer Supply truck for +25 points.

Each panzer division had a Panzerpionier Bataillon (Armoured Engineer Battalion) equipped with engineer equipment, bridging equipment, demolition explosives and mines. They are specialist equally at home preparing fortifications or assaulting them. One company is mounted in trucks for mobility, but fights on foot.

LEUTNANT		
LEUTNANT		
		
Command Pioneer Rifle team	Motorcycle and sidecar	Pioneer Supply truck
HQ SECTION		
UNTEROFFIZIER		UNTEROFFIZIER
		
Pioneer Rifle team	Kfz 15 field car	Pioneer Rifle team
		
Pioneer Rifle team	Kfz 70 truck	Pioneer Rifle team
		
Pioneer Rifle team	Kfz 70 truck	Pioneer Rifle team
PIONIER SQUAD		PIONIER SQUAD
UNTEROFFIZIER		
		
Pioneer Rifle team	Pioneer Rifle team	Pioneer Rifle team
		
Kfz 15 field car	Kfz 70 truck	Kfz 70 truck
PIONIER SQUAD		
PANZERPIONIER PLATOON		



## GEPAZERTE PIONIER PLATOON

### PLATOON

HQ Section with:

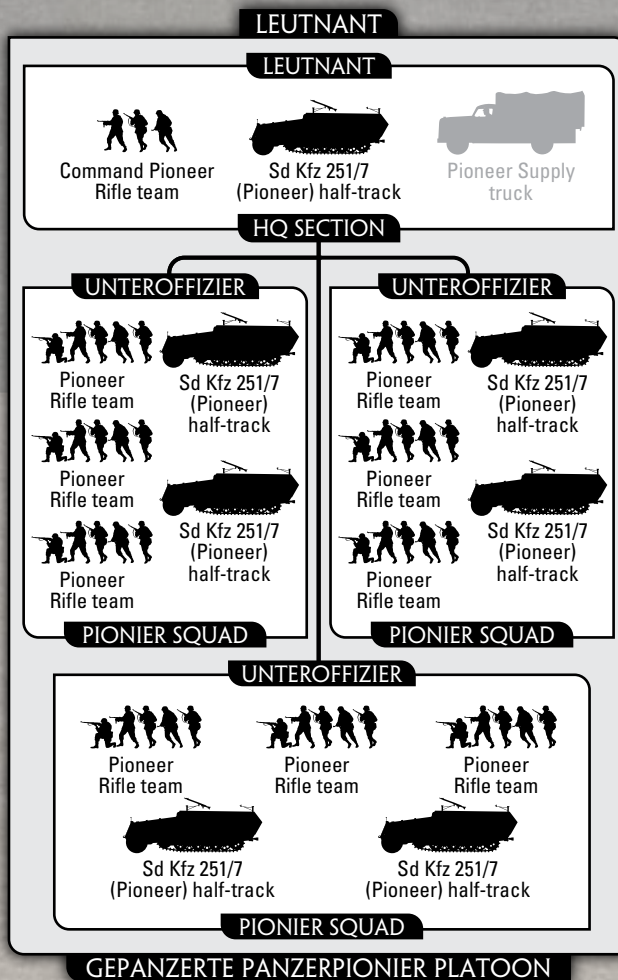
3 Pioneer Squads	325 points
2 Pioneer Squads	225 points

### OPTIONS

- Replace Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points.
- Add Pioneer Supply truck for +25 points.

*Gepanzerte Pioneer Platoons may use the Mounted Assault special rule on page 243.*

The armoured company of the Panzerpionier Bataillon (Armoured Engineer Battalion) does the bulk of the assault work when confronted by enemy fortifications. They are protected by armoured half-tracks for approaching the enemy positions and armed with a variety of explosives and mines to dealing with bunkers and pillboxes.



## DESTRUCTION PLATOON

### PLATOON

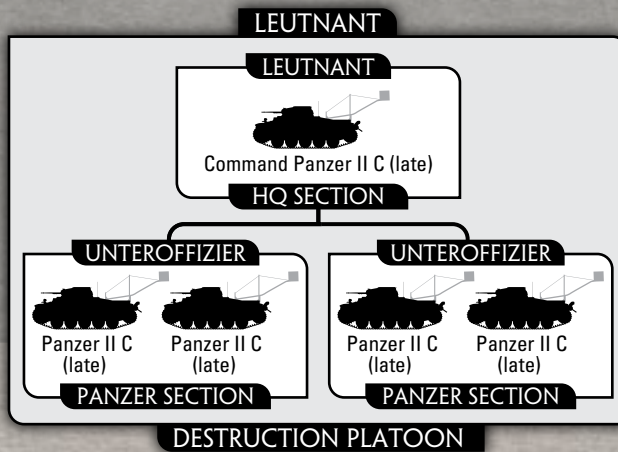
5 Panzer II C (late)	280 points
4 Panzer II C (late)	225 points
3 Panzer II C (late)	170 points

### OPTION

- Equip any or all Panzer II C (late) tanks with Demolition Charges for +10 points for the platoon.

*Once per game each Panzer II C (late) tank with a Demolition Charge may place their demolition charge against an adjacent Bunker or Barbed Wire Obstacle instead of shooting.*

- On a roll of 4+, a Bunker is Destroyed and a Barbed Wire Obstacle is removed as if a Fully-tracked tank had crossed it.
- Otherwise a Bunker is Pinned Down and an Obstacle remains intact.





# 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.

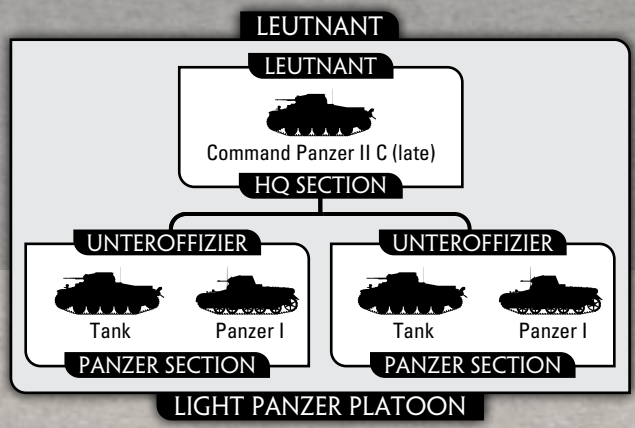
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## LIGHT PANZER PLATOON

### PLATOON

1 Panzer II C (late) and 4 Panzer I	205 points
1 Panzer II C (late) and 2 Panzer I	130 points
3 Panzer II C (late) and 2 Panzer I	245 points
2 Panzer II C (late) and 1 Panzer I	150 points

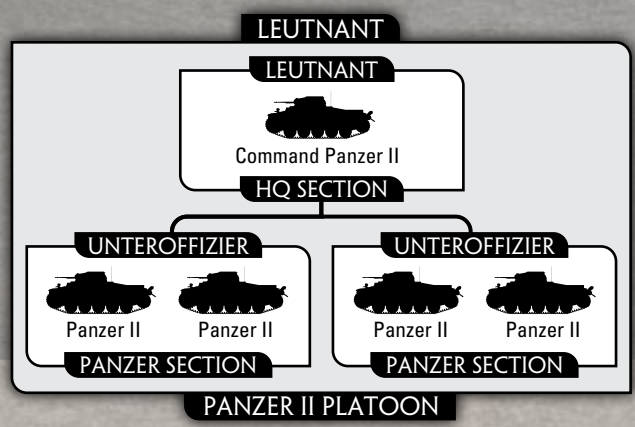
With not enough Panzer II tanks to equip every division, older Panzer I light tanks still see service in Russia. These light tanks are still deadly against Red Army infantry and guns.



## PANZER II PLATOON

### PLATOON

5 Panzer II C (late)	280 points
4 Panzer II C (late)	225 points
3 Panzer II C (late)	170 points
5 Panzer II F	335 points
4 Panzer II F	270 points
3 Panzer II F	205 points



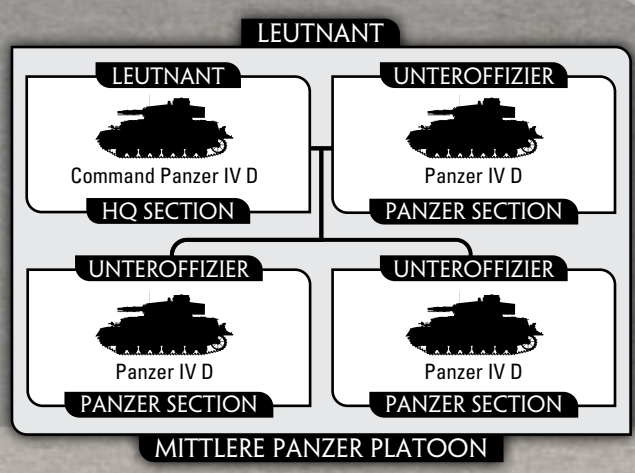
## MITTLERE PANZER PLATOON

### PLATOON

4 Panzer IV D	600 points
3 Panzer IV D	450 points
2 Panzer IV D	300 points

### OPTIONS

- Replace any or all Panzer IV D tanks with Panzer IV E for +70 points per tank.
- Replace any or all Panzer IV D tanks with Panzer IV F for +95 points per tank.





# Oberfeldwebel Hermann Bix

## CHARACTERISTICS

Oberfeldwebel Hermann Bix is a Command Warrior Tank team and is rated **Confident Veteran**. Bix replaces the Command Panzer III F (late) or G in a Panzer III Platoon with Bix's Panzer III G tank for an additional +50 points.

### LEADING THE WAY!

After advancing independently and destroying a Soviet column at Baturyn in October 1941 and earning himself the Iron Cross 1st Class, Bix soon found himself leading the way for his company and platoon or engaged in reconnaissance missions.

*Bix's Panzer III Platoon may use the Spearhead Deployment special rule (see page 261 of the rulebook).*

### KV KILLER

Bix's gunner, Krause, took out two KV-1 heavy tanks by shooting through the main gun barrels. On both occasions he fired three shots, and all three hit the gun. This feat was pulled off at extremely short range.

*If an enemy tank passes an Armour Save when hit by Bix's tank's main gun at a range of up to 8"/20cm, roll a die.*

- On a roll of 6 the enemy tank is destroyed.
- On any other roll the shot is saved and has no effect.

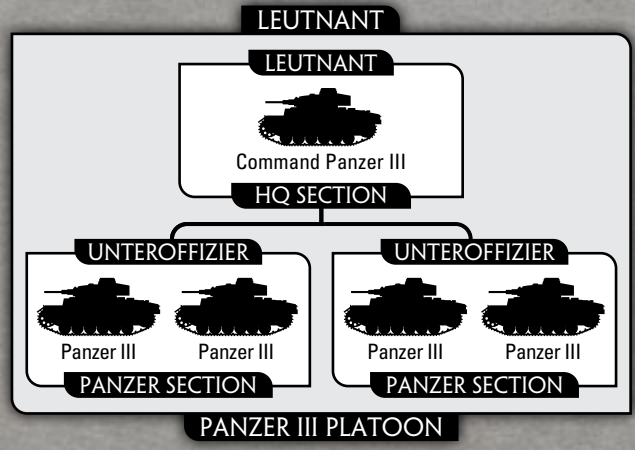
## PANZER III PLATOON

### PLATOON

5 Panzer III F (late) or G	770 points
4 Panzer III F (late) or G	615 points
3 Panzer III F (late) or G	460 points

### OPTIONS

- Replace up to two Panzer III F (late) or G tanks with Panzer III E for -20 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III H for +55 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III J for +80 points per tank.



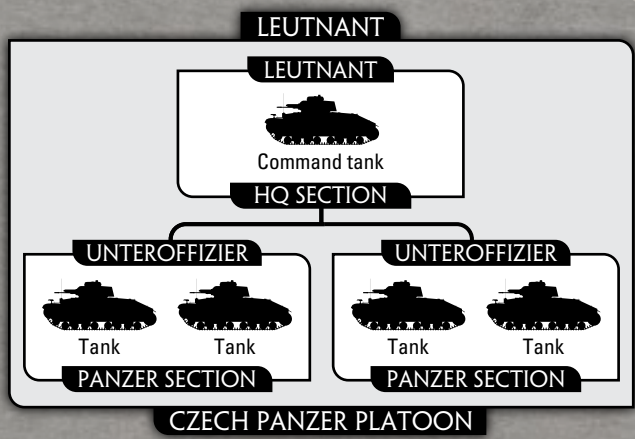
## CZECH PANZER PLATOON

### PLATOON

5 Panzer 35(t)	420 points
4 Panzer 35(t)	335 points
3 Panzer 35(t)	250 points
5 Panzer 38(t) B	440 points
4 Panzer 38(t) B	350 points
3 Panzer 38(t) B	260 points

### OPTION

- Replace any or all Panzer 38(t) B tanks with Panzer 38(t) E/F for +25 points per tank.



The rapid expansion of the German panzer forces for the invasion of the Soviet Union has seen a number of panzer divisions equipped with Czech built tanks. These are still

being produced by the Czech factories under German management. Increased armoured protection has been added to the new Panzer 38(t) E and F models.



## ASSAULT GUN PLATOON

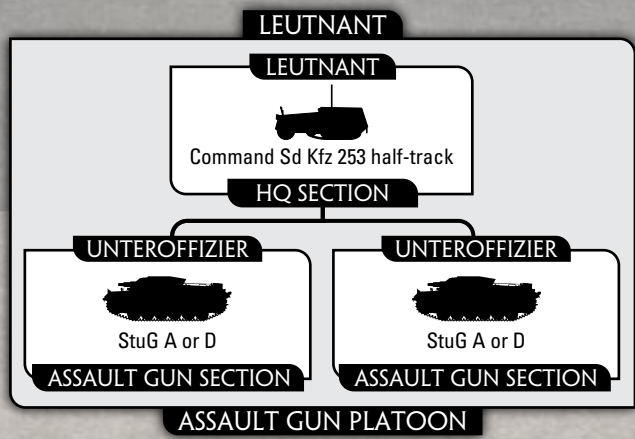
### PLATOON

Sd Kfz 253 half-track with:

2 StuG A or D

495 points

The concept of the *Sturmgeschütz* (StuG), or assault gun, began in 1936 after a request for an armoured vehicle for the artillery that could provide support for the infantry through direct fire against machine-gun nests and bunkers.



## FLAMMPANZER PLATOON

### PLATOON

4 Flammpanzer II

275 points

3 Flammpanzer II

205 points

2 Flammpanzer II

135 points

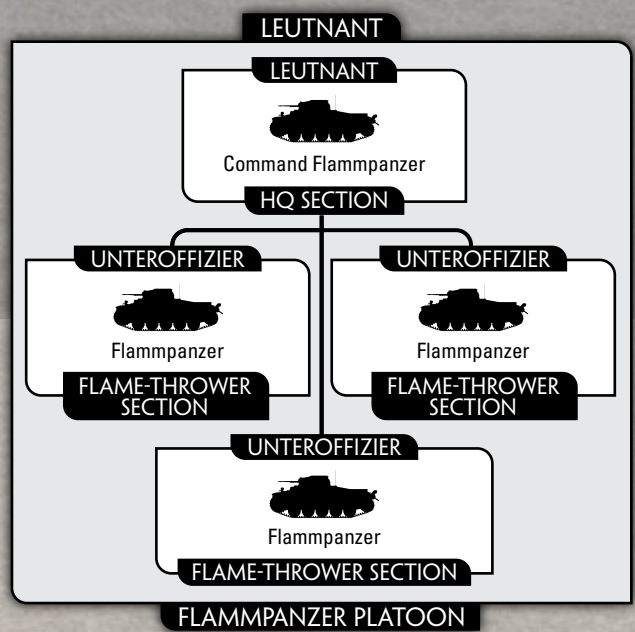
3 Flammpanzer B-2 740(f)

515 points

2 Flammpanzer B-2 740(f)

345 points

Flammpanzer II tanks were issued to *Panzerabteilung (F) 100* and *Panzer Abteilung (F) 101*. During Operation Barbarossa, *Panzerabteilung (F) 100* was attached to *18. Panzerdivision*, and *Panzerabteilung (F) 101* was attached to *7. Panzerdivision*. The Flammpanzer II tanks were used as a close combat weapon working in support of infantry. *Flammpanzer B-2 740(f)* tanks also saw service in the Soviet Union. These were converted from captured French Char B heavy tanks. They were issued to *Panzerabteilung (F) 102* and served with *7. Armee* until the unit was disbanded on 30 July 1941.



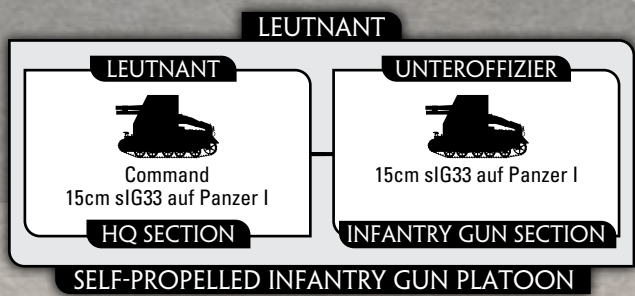
## SELF-PROPELLED INFANTRY GUN PLATOON

### PLATOON

2 15cm sIG33 auf Panzer I

135 points

The *15cm sIG33 auf Panzer I* was an attempt to make the 15cm infantry gun more mobile for attacks on bunkers and fortified buildings—a need highlighted in the Polish Campaign. The result was a devastating weapon for the short-range destruction of guns and fortifications.



### HEAVY INFANTRY GUN

*Unarmoured targets automatically fail their saves when hit by the main gun of a 15cm sIG33 auf Panzer I self-propelled infantry gun.*



## DIVISIONAL ANTI-TANK GUN PLATOON

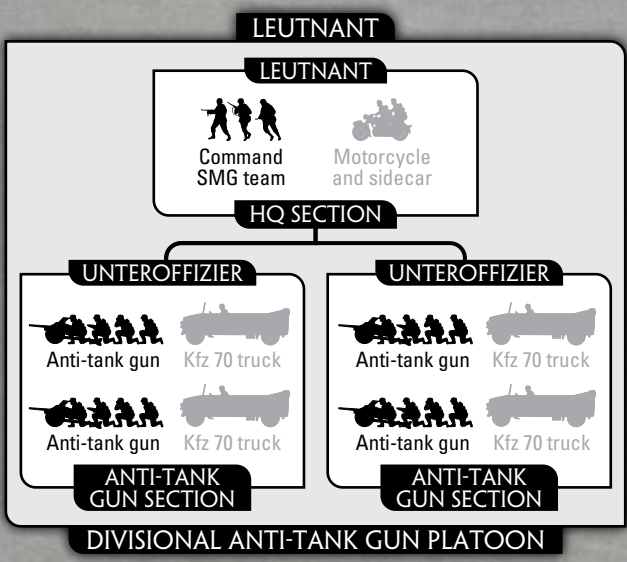
### PLATOON

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.

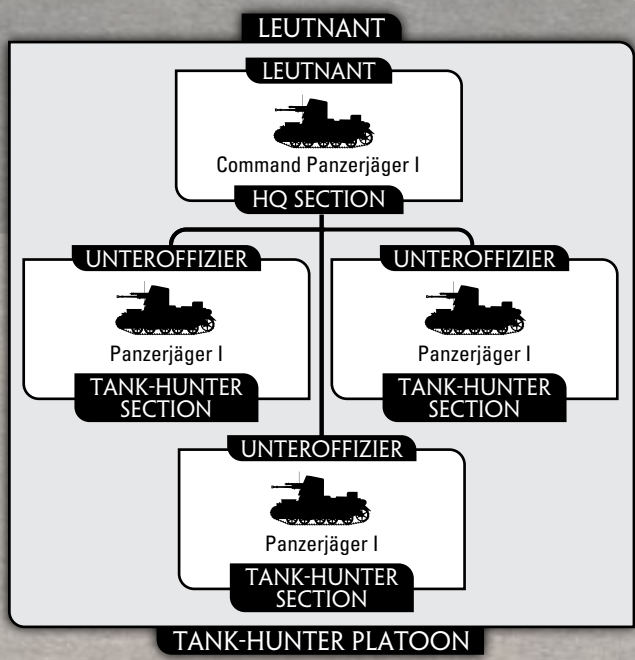
## TANK-HUNTER PLATOON

### 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*.

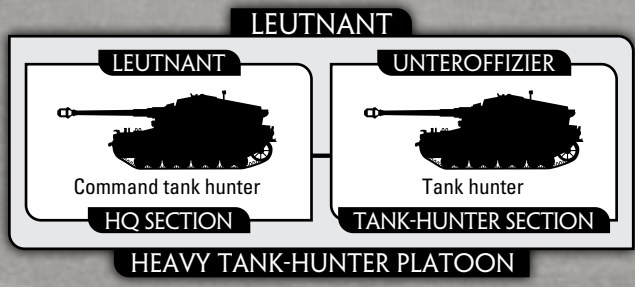




## HEAVY TANK-HUNTER PLATOON

### PLATOON

2 Dicker Max	960 points
1 Dicker Max	480 points
2 8.8cm FlaK18 (Sfl)	450 points
1 8.8cm FlaK18 (Sfl)	225 points



### BUNKERFLAK

The 8.8cm FlaK18 Sfl 'Bufla' was designed to suppress bunkers from outside the range of the defenders' weapons. The crews were well-trained in identifying and locating bunkers and hitting their firing slits to force the defenders to take cover.

*8.8cm FlaK18 Sfl self-propelled guns can shoot at bunkers up to 24"/60cm away rather than the normal 16"/40cm limitation.*

The Dicker Max was designed to be used against the fortifications of the Maginot Line in France. It mounted a 10.5cm K18 gun on a Panzer IV chassis. The resulting design gave the vehicle a somewhat rotund appearance which led to its nickname, 'Dicker Max' or Fat Max. Two Dicker Max prototypes were assigned to 3. Panzerdivision for Operation Barbarossa. One was destroyed in an ammunition explosion, but the second vehicle fought with success for three months. The design was ultimately rejected in favour of other designs of heavy tank-hunters

## KRADSCHÜTZEN PLATOON

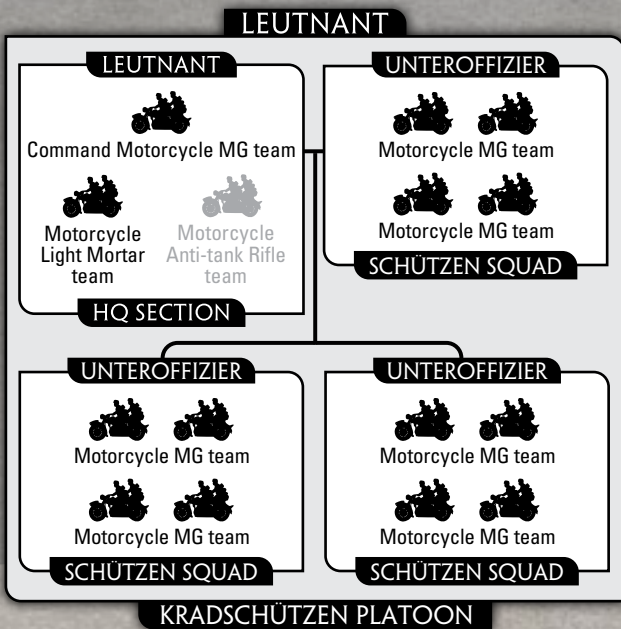
### PLATOON

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.



## SCHÜTZEN PLATOON

### PLATOON

HQ Section with:

3 Schützen Squads

210 points

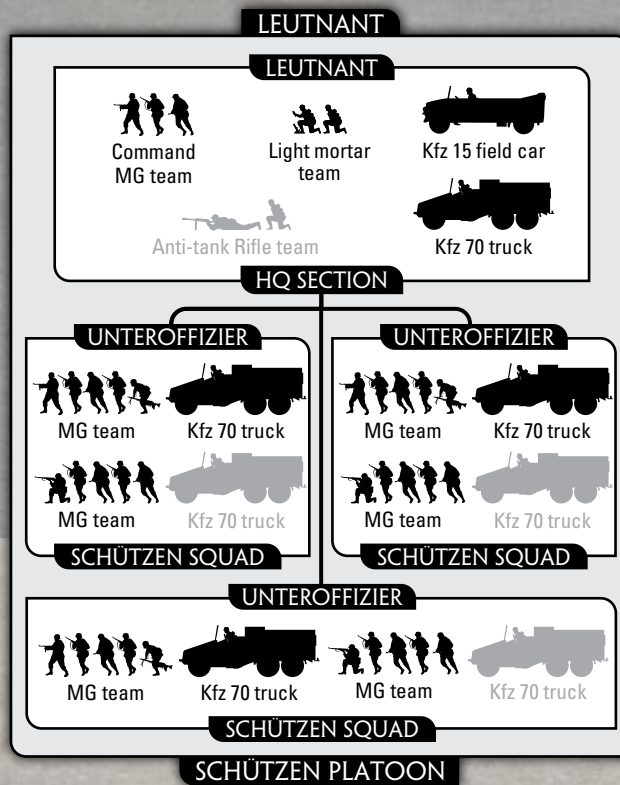
2 Schützen Squads

155 points

### OPTIONS

- Replace Command MG team with a Command SMG team at no cost.
- Replace Command MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points.
- Add an Anti-tank Rifle team for +20 points.
- Add a second Kfz 70 truck to each squad at no cost.

Well-armed and mounted in trucks, the *Schützen* are able to cope with anything the enemy can throw at them. From massed infantry attacks where their platoon's six MG-34 machine-guns will sweep the enemy from the field, to light tank waves where the *Schützen's* anti-tank rifle and Panzerknacker teams will throw back the onslaught.



## PANZERSCHÜTZEN PLATOON

### PLATOON

HQ Section with:

3 Schützen Squads

275 points

2 Schützen Squads

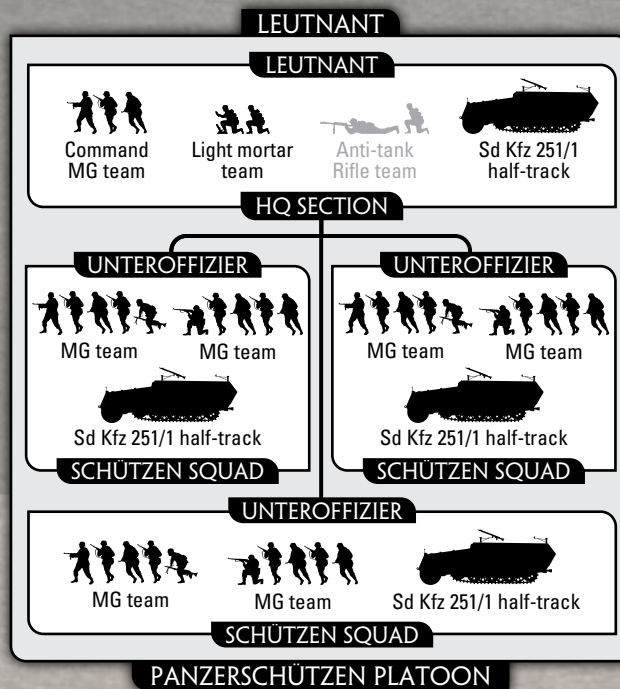
205 points

### OPTIONS

- Replace Command MG team with a Command SMG team at no cost.
- Replace Command MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points.
- Add Anti-tank Rifle team for +20 points.

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

The *Panzerschützen* are formidable on attack and in defence. Each squad has two MG-34 machine-guns providing enough firepower to hold off any enemy infantry counterattack. They can also hold off light armour with their anti-tank rifle and launch assaults against enemy tanks with Panzerknacker teams armed with anti-tank mines, grenades, and explosives.





## LIGHT ARTILLERY BATTERY

### PLATOON

HQ Section with:

- 4 10.5cm leFH18
- 2 10.5cm leFH18

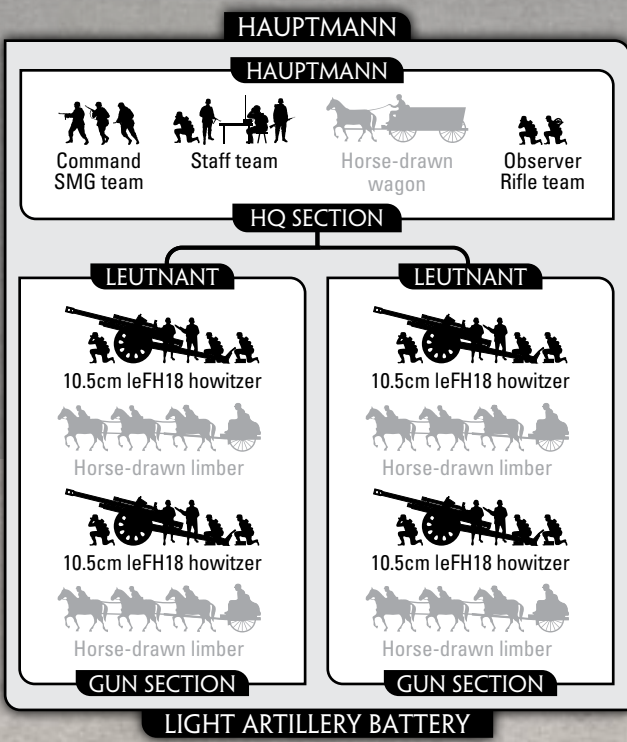
- 360 points
- 190 points

### 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.



## HEAVY ARTILLERY BATTERY

### PLATOON

HQ Section with:

- 4 s10cm K18
- 2 s10cm K18

- 585 points
- 305 points

- 4 15cm sFH18
- 2 15cm sFH18

- 480 points
- 250 points

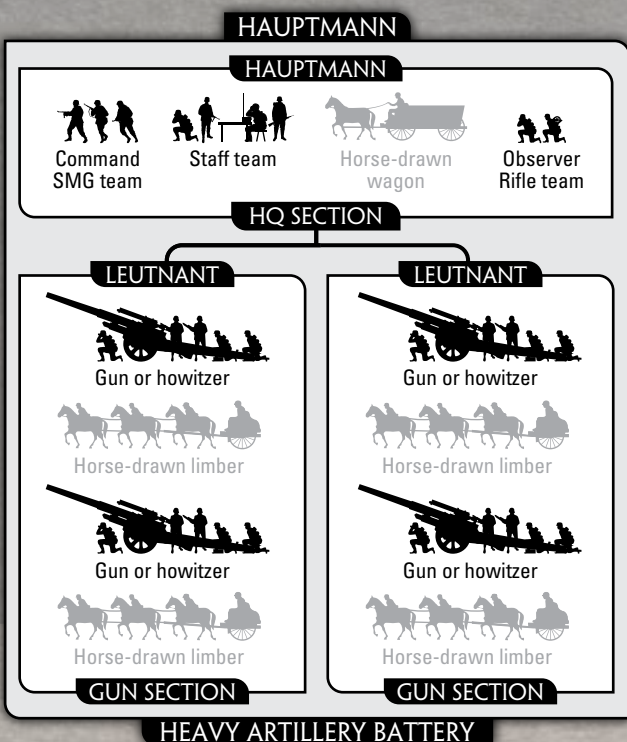
### OPTIONS

- 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 7 half-tracks at no cost.

*You may not field a Heavy Artillery Battery unless you are also fielding a Light Artillery Battery.*

*A Heavy Artillery Battery may not be deployed in Ambush.*

To back up the firepower of the 10.5cm howitzers the Germans can also call on long-range guns and heavy hitting howitzers. The s10cm K18 gun is a long range gun ideal for counter-battery fire, while the punch and power of the 15cm sFH18 howitzer can deal with most difficult targets like dug-in infantry and gun positions.





## SMOKE LAUNCHER PLATOON

## PLATOON

HQ Section with:

4 10.5cm NbW35	120 points
2 10.5cm NbW35	65 points
6 10.5cm NbW40	170 points
4 10.5cm NbW40	120 points
2 10.5cm NbW40	65 points
6 15cm NW41	175 points
4 15cm NW41	125 points
2 15cm NW41	70 points

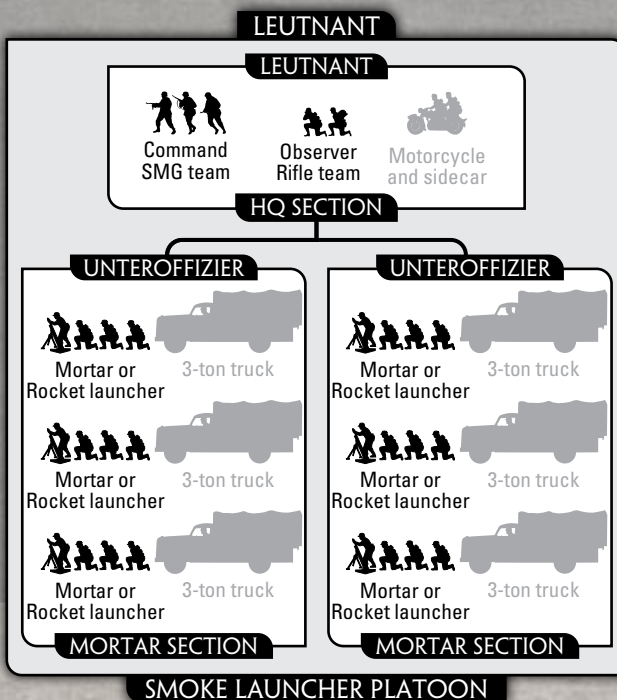
## OPTION

- Add motorcycle and sidecar and 3-ton trucks to the platoon for +5 points.

The chief weapon of the chemical corps of the German army is the 10.5cm Nebelwerfer 35, a conventional heavy mortar, which is able to fire high-explosive, chemical, or smoke rounds. Its name comes from Nebelwerfer, German for smoke or fog projector.

The 10.5cm Nebelwerfer 40 mortar began replacing the 10.5cm Nebelwerfer 35 mortar in 1941.

15cm Nebelwerfer 41 rocket launcher was first issued to *Nebelwerfer Abteilung 1* in June 1941 and it served on the Southern Front in Russia in the Perekop Isthmus and at Simferopol.



The *Nebel-Lehr-Regiment* also fought with a mix of mortars and rocket launchers. In June 1941 it was organized with one battalion with two batteries 10.5cm NbW40 mortars and one battalion with two batteries 15cm NW41 rocket launchers. It was attached to the *XXXXVIII Armeekorps (Mot)*, *Panzergruppe 1*, Army Group South during Operation Barbarossa and took part in the battles for the Uman Pocket, Dnepr Bend, and Dnepropetrovsk Bridgehead.



# Luftwaffe Support

## MOTIVATION AND SKILL

Luftwaffe anti-aircraft crews are trained in the methods of engaging ground targets, but their main area of expertise is anti-aircraft fire. Luftwaffe Light Anti-aircraft Platoons and Heavy Anti-aircraft Platoons are rated as **Confident Trained**.

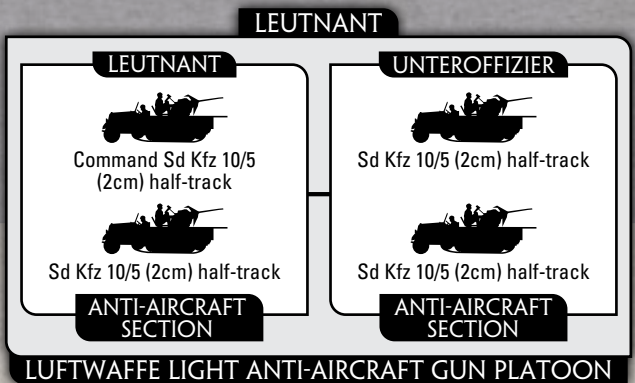
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

### PLATOON

- |                     |           |
|---------------------|-----------|
| 4 Sd Kfz 10/5 (2cm) | 90 points |
| 3 Sd Kfz 10/5 (2cm) | 70 points |

The Luftwaffe provided additional anti-aircraft cover for most divisions. The light gun of the Sd Kfz 10/5 (2cm) half-track has a good rate-of-fire and can put enough fire in the air to see off most enemy sorties.



## LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

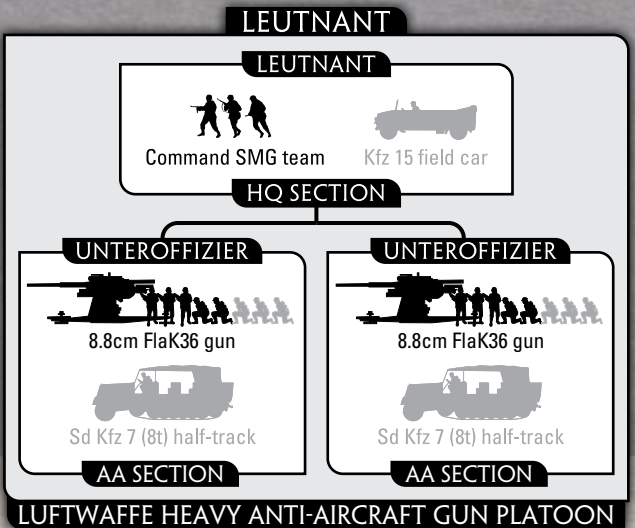
### PLATOON

HQ Section with:

- |                |            |
|----------------|------------|
| 2 8.8cm FlaK36 | 295 points |
| 1 8.8cm FlaK36 | 150 points |

### OPTIONS

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



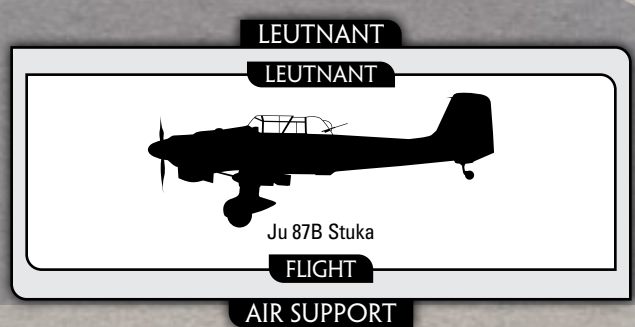
## AIR SUPPORT

### 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.*

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 Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>LIGHT TANKS</b>					
Panzer I	Half-tracked	1	1	1	Twin MG.
Panzer II C (late) 2cm KwK38 gun	Standard Tank 16"/40cm	2 3	1 5	1 5+	Co-ax MG, Protected ammo.
Panzer II F 2cm KwK38 gun	Standard Tank 16"/40cm	3 3	1 5	1 5+	Co-ax MG, Protected ammo.
<b>MEDIUM TANKS</b>					
Panzer 35(t) 3.7cm KwK34(t) gun	Standard Tank 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer 38(t) A, B, C or D 3.7cm KwK38(t) gun	Standard Tank 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer 38(t) E/F 3.7cm KwK38(t) gun	Standard Tank 24"/60cm	3 2	2 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III E or F 3.7cm KwK gun	Standard Tank 24"/60cm	3 3	3 6	1 4+	Twin co-ax MG, Hull MG, Protected ammo.
Panzer III F (late) or G 5cm KwK38 gun	Standard Tank 24"/60cm	3 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III H 5cm KwK38 gun	Standard Tank 24"/60cm	4 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III J 5cm KwK38 gun	Standard Tank 24"/60cm	5 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV D 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	3 2 -	2 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
Panzer IV E 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	4 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
Panzer IV F 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	5 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
<b>FLAME TANKS</b>					
Flammpanzer II Two 1.4cm Flammenwerfer	Half-tracked 4"/10cm	2 2 (each)	1 -	1 6	MG. Flame-thrower, Hull mounted.
Flammpanzer B-2 740 (f) (Char B-1) 4.7cm KwK35(f) gun 1.4cm Flammenwerfer	Slow Tank 24"/60cm 4"/10cm	6 2 3	5 6 -	1 4+ 5+	Co-ax MG, Unreliable. One-man turret. Flame-thrower, Hull mounted.



Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>ASSAULT-GUNS</b>					
Sd Kfz 253	Half-tracked	1	0	1	AA MG.
StuG A or D	Standard Tank	5	3	1	Protected ammo.
7.5cm StuK37 gun	24"/60cm	2	7	3+	Hull mounted.
<b>SELF-PROPELLED GUNS</b>					
15cm sIG33 auf Panzer I	Slow Tank	0	0	0	Overloaded.
15cm sIG33 gun	16"/40cm	1	8	1+	Bunker buster, Hull mounted.
<b>TANK-HUNTERS</b>					
Panzerjäger I	Half-tracked	0	0	0	
4.7cm PaK(t) gun	24"/60cm	2	8	4+	Hull mounted.
8.8cm FlaK18 (Sfl)	Half-tracked	1	0	0	Awkward Layout, Overloaded.
8.8cm FlaK18 gun	40"/100cm	3	13	3+	Hull mounted, Bunkerflak.
Dicker Max	Standard Tank	4	1	0	AA MG.
s10cm K18 gun	40"/100cm	2	15	2+	Hull mounted.
<b>RECONNAISSANCE</b>					
Motorcycle SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as SMG team.
SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
Motorcycle Panzerknacker SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerknacker SMG team.
SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
Motorcycle MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as MG team.
MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
Motorcycle Light Mortar team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Light Morat team.
Light Mortar	16"/40cm	1	1	4+	Hull mounted, Awkward layout, Smoke, Can fire over friendly troops.
Motorcycle Anti-tank Rifle team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Anti-tank Rifle team.
7.92mm PzB39 anti-tank rifle	16"/40cm	1	4	6	Hull mounted, Awkward layout.
<b>ANTI-AIRCRAFT (SP)</b>					
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	Gun shield.
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Twin vehicle MG	16"/40cm	4	2	6	ROF 2 if other weapons fire.



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>MORTARS</b>						
10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
10.5cm NbW40 mortar	Light	56"/140cm	-	3	4+	Smoke bombardment.
<b>ANTI-AIRCRAFT GUNS</b>						
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun Shield, Turntable.
<b>ANTI-TANK GUNS</b>						
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.
<b>ARTILLERY</b>						
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.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	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.
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

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

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>TRUCKS</b>					
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	-	-	-	
<b>TRACTORS</b>					
Sd Kfz 11, or Sd Kfz 7 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/7 (Pioneer) half-track	Half-track	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.

## AIRCRAFT

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