



PIONIERKOMPANIE



Pionierkompanie

PIONEER COMPANY

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



3

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

Your Company HQ must be either Heer (marked ) or SS (marked ). All other platoons with either of these variants must be of the same type as your Company HQ.

COMBAT PLATOONS

INFANTRY



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INFANTRY



3

INFANTRY



3

DIVISIONAL SUPPORT PLATOONS

ARMOUR



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ARMOUR



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INFANTRY



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ANTI-TANK



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ANTI-TANK



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ARTILLERY



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ARTILLERY



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ANTI-AIRCRAFT



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AIRCRAFT



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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).

German Special Rules

German companies use the German National Special Rules on pages 241 to 245 of the Flames Of War rulebook. Some companies also use the following special rule (as indicated in each company or platoon).

MOTIVATION AND SKILL

Germany has a handful of Motorisiert (Motorised) infantry divisions and SS infantry divisions in addition to the mass of foot-slogging Heer (Army) infantry divisions. The ratings of an Pionierkompanie (pronounced pi-o-neerr kom-pan-ee) vary depending on type.

A Heer Pionierkompanie (marked ) is rated as **Confident Veteran**. An SS Pionierkompanie (marked ) is rated as **Fearless Veteran**.

HEER	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN





HEADQUARTERS

PIONIERKOMPANIE HQ

HEADQUARTERS	 HEER	 SS
Company HQ	40 points	50 points

OPTION

- Add motorcycles and sidecars for +5 points for the platoon.

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

COMBAT PLATOONS

PIONIER PLATOON

PLATOON	 HEER	 SS
HQ Section with:		
3 Pionier Squads	220 points	280 points
2 Pionier Squads	155 points	195 points









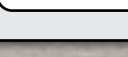

OPTIONS

- Add 3-ton trucks for +5 points for the platoon.
- Add Pioneer Supply horse-drawn wagon for +20 points or Pioneer Supply 3-ton truck for +25 points.

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

Pioneer work was largely a matter of pick and spade work for the German army. As a result they formed large pioneer platoons to make sure there were plenty of picks and spades doing the work.

In the First World War, the Germans formed their pioneers into assault groups equipped with flame-throwers and other specialised equipment. They continued these tactics in the Second World War where they were called on to lead assaults against fortified positions.

LEUTNANT	
LEUTNANT	
	
Command Pioneer Rifle team	Pioneer Supply vehicle
HQ SECTION	
UNTEROFFIZIER	UNTEROFFIZIER
	
Pioneer Rifle team	Pioneer Rifle team
	
Pioneer Rifle team	3-ton truck
PIONIER SQUAD	PIONIER SQUAD
UNTEROFFIZIER	UNTEROFFIZIER
	
Pioneer Rifle team	Pioneer Rifle team
	
Pioneer Rifle team	3-ton truck
PIONIER PLATOON	



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!

HEER	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

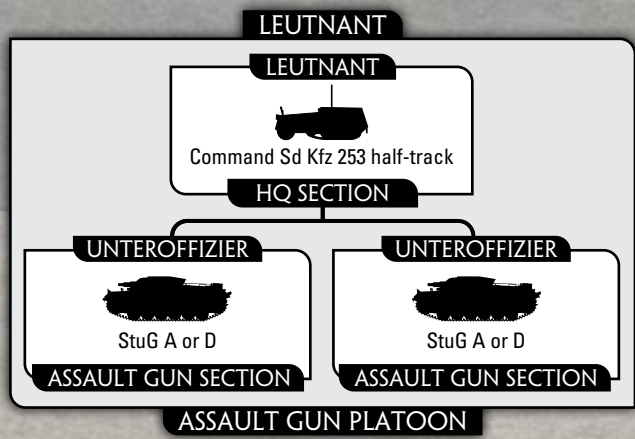
Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

ASSAULT GUN PLATOON

PLATOON



Sd Kfz 253 half-track with:	 HEER	 SS
2 StuG A or D	495 points	555 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.

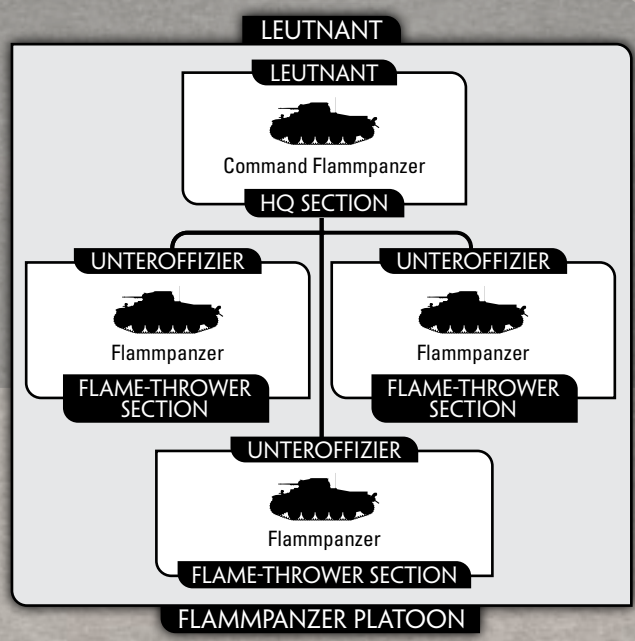


FLAMMPANZER PLATOON

PLATOON



	 HEER	 SS
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	-

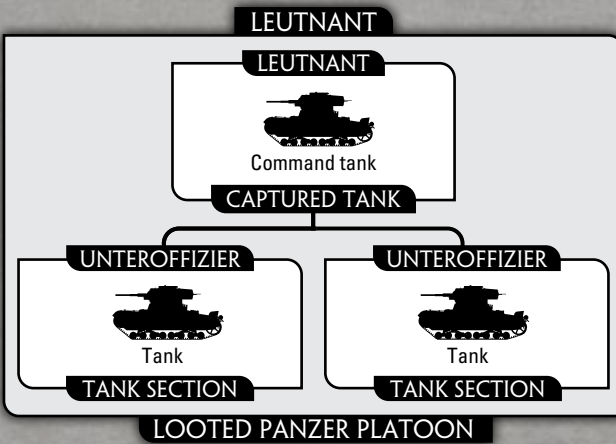
Flammpanzer II tanks were issued to *Panzerabteilung (F) 100* and *Panzer Abteilung (F) 101*. During Operation Barbarossa, *Panzerabteilung (F) 100* was attached to *18. Panzerdivision*, and *Panzerabteilung (F) 101* was attached to *7. Panzerdivision*. The Flammpanzer II tanks were used as a close combat 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.



LOOTED PANZER PLATOON


PLATOON

	 HEER	 SS
3 captured T-26	150 points	165 points
2 captured T-26	100 points	110 points
1 captured T-26	50 points	55 points
3 captured BT-7	180 points	195 points
2 captured BT-7	120 points	130 points
1 captured BT-7	60 points	65 points
1 captured T-60	30 points	35 points
1 captured T-34 obr 1940	260 points	295 points
1 captured T-34 obr 1941	365 points	410 points




BEUTE PANZERS

The German crews of the captured tanks or *Beute* (looted or booty) panzers were improvising and did not know their vehicles well.

All captured tanks in a Heer Looted Panzer Platoon (marked ) are rated as **Confident Trained**.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

All captured tanks in a SS Looted Panzer Platoon (marked ) are rated as **Fearless Trained**.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

As soon as the new heavy Soviet tanks began to appear in the in the front lines, the Germans were prepared to use captured examples against their former owners.

KRADSCHÜTZEN PLATOON

PLATOON

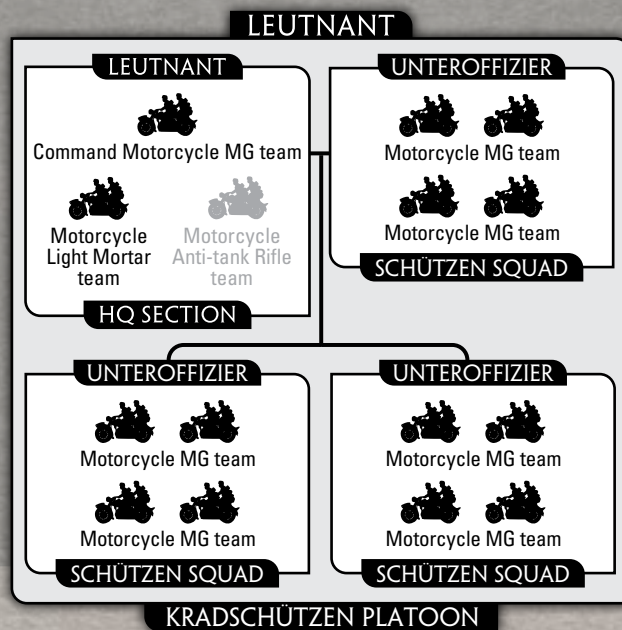
HQ Section with:	 HEER	 SS
3 Schützen Squads	290 points	340 points
2 Schützen Squads	215 points	255 points
Add a Motorcycle Anti-tank Rifle team	+20 points	+25 points

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:

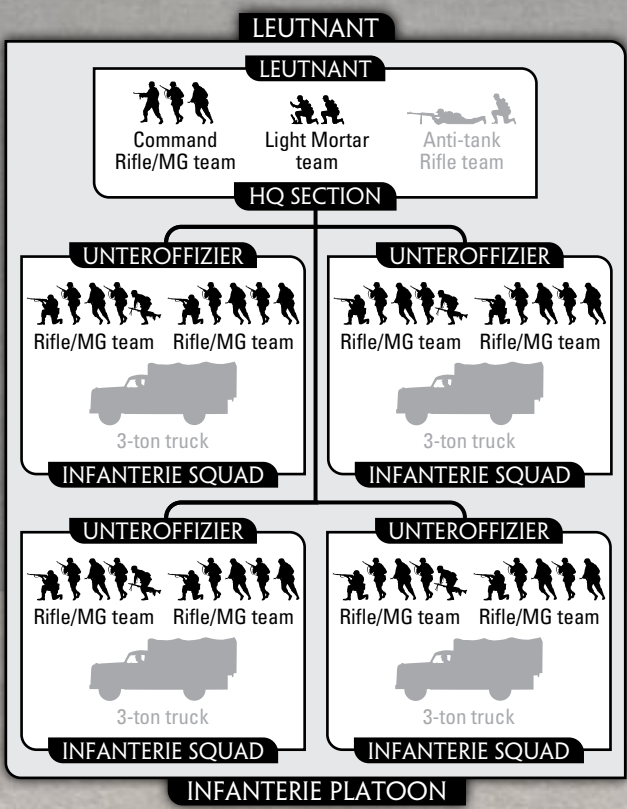
	 HEER	 SS
4 Infanterie Squads	220 points	260 points
3 Infanterie Squads	175 points	210 points
2 Infanterie Squads	130 points	155 points
Add Anti-tank Rifle team	+20 points	+25 points

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.

INFANTERIE ANTI-TANK GUN PLATOON

PLATOON

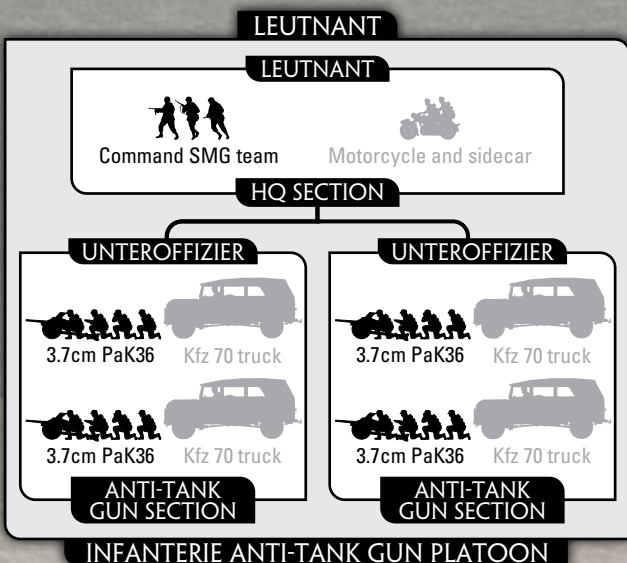
HQ Section with:

	 HEER	 SS
4 3.7cm PaK36	145 points	160 points
3 3.7cm PaK36	110 points	120 points
2 3.7cm PaK36	75 points	80 points

OPTION

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

The divisional *Panzerjäger Abteilung* (anti-tank gun battalion) is armed with 3.7cm PaK36 light anti-tank guns. These little anti-tank guns can deal with most enemy tanks like the BT and T-26 that the Soviets have in abundance.

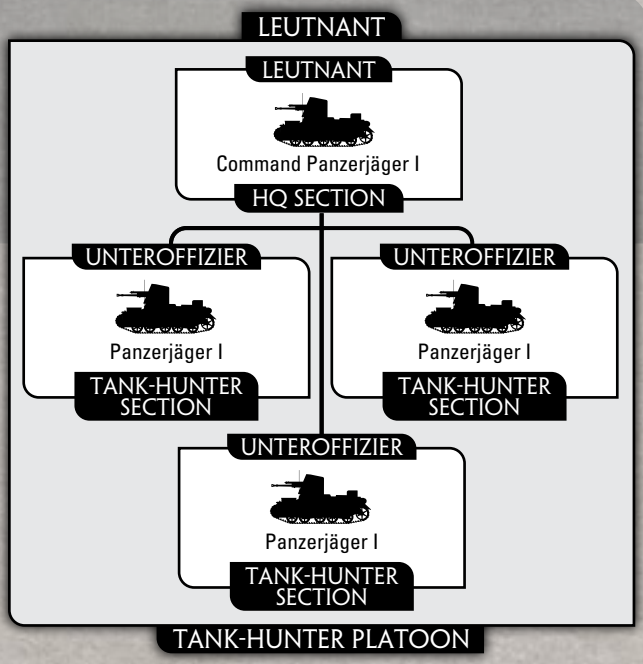


TANK-HUNTER PLATOON

PLATOON	HEER	SS
4 Panzerjäger I	335 points	375 points
3 Panzerjäger I	250 points	280 points
2 Panzerjäger I	165 points	185 points

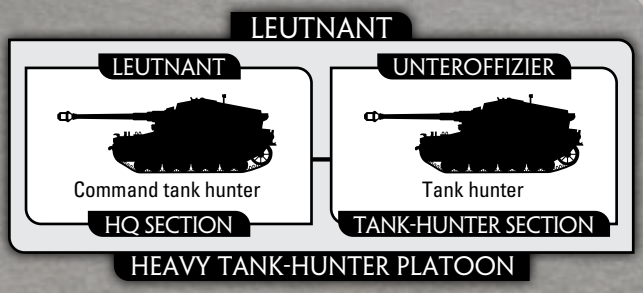
German High Command recognised the need for a specialised vehicle capable of engaging enemy heavy tanks with a weapon of greater penetrating power than the standard 3.7cm PaK36. To meet this need, they fitted a Czech 4.7cm anti-tank gun in a limited traverse mount on a Panzer I chassis with a gun shield 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	HEER	SS
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

SS-HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

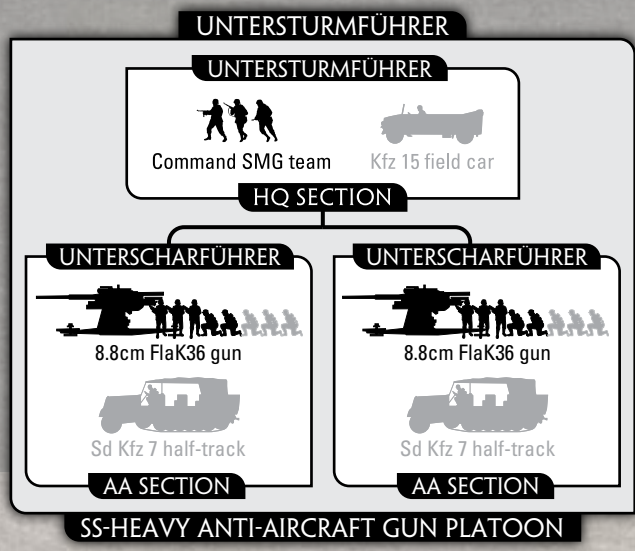
HQ Section with:

2 8.8cm FlaK36	-	440 points
1 8.8cm FlaK36	-	225 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.

The SS-anti-aircraft units also had their own 8.8cm FlaK36 heavy anti-aircraft gun batteries. These excellent dual purpose weapons were equally effective against tanks and aircraft. With the appearance of the heavier T-34 and KV tanks, the 8.8cm FlaK36 was soon to see plenty of action against Soviet counterattacks.



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

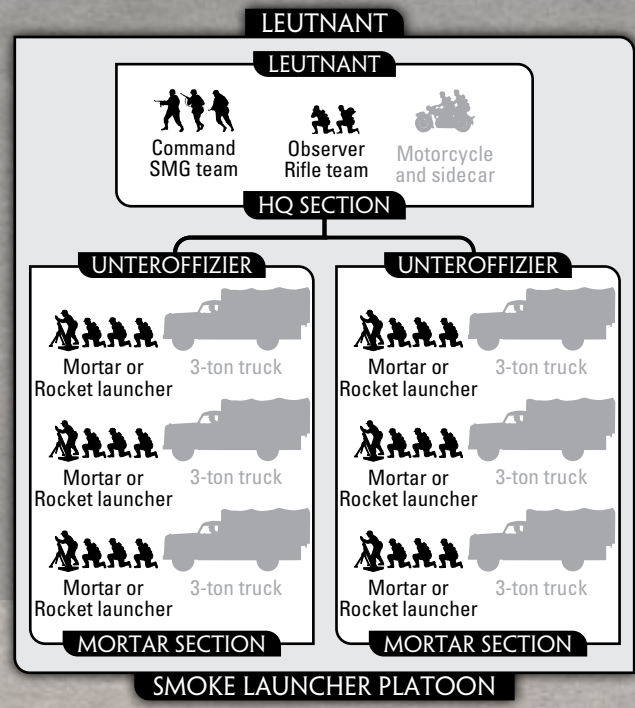
- Add motorcycle and sidecar and 3-ton trucks to the platoon for +5 points.

A Smoke Launcher Platoon is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

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.

LIGHT ARTILLERY BATTERY

PLATOON

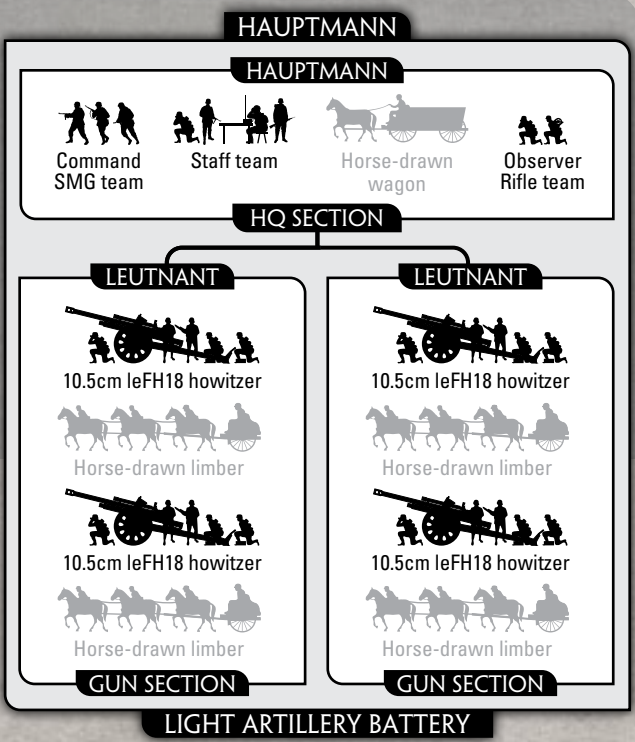
HQ Section with:	HEER	SS
4 10.5cm leFH18	360 points	405 points
2 10.5cm leFH18	190 points	215 points

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

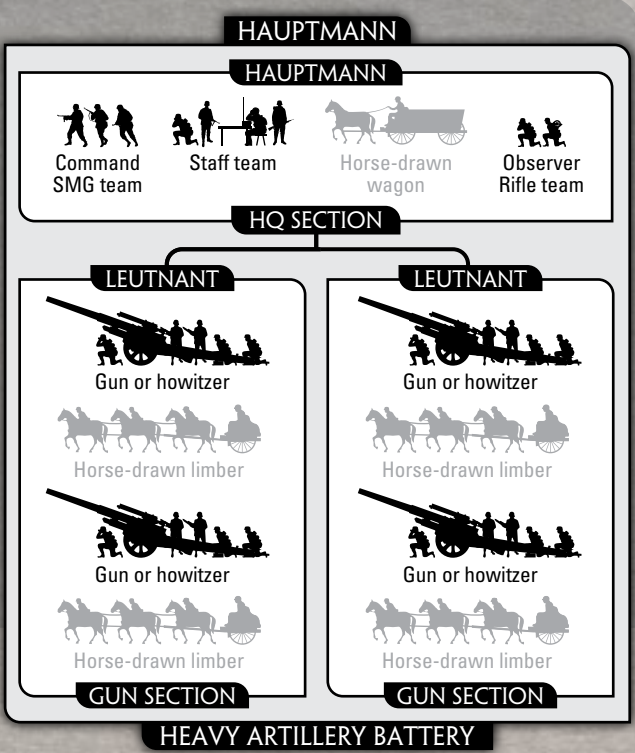
HQ Section with:	HEER	SS
4 s10cm K18	585 points	660 points
2 s10cm K18	305 points	345 points
4 15cm sFH18	480 points	540 points
2 15cm sFH18	250 points	280 points

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.



SS-LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON	HEER	SS
4 Sd Kfz 10/5 (2cm)	-	140 points
3 Sd Kfz 10/5 (2cm)	-	105 points



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**.

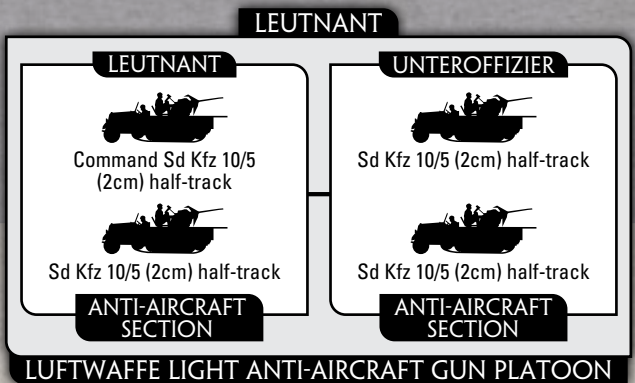
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

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.



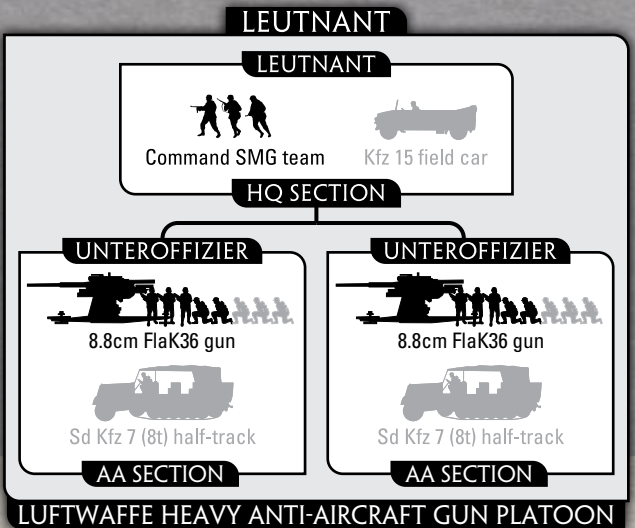
LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

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.



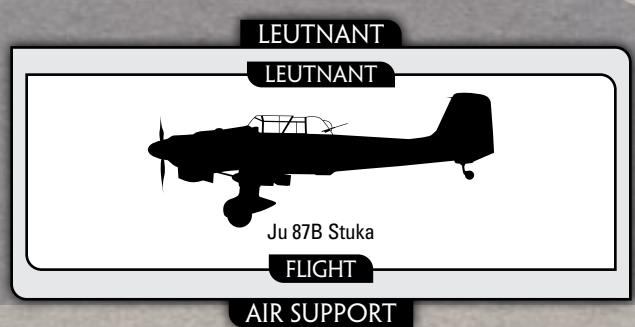
AIR SUPPORT

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
CAPTURED TANKS					
T-26 <i>45mm obr 1934 gun</i>	Slow Tank <i>24"/60cm</i>	1 2	1 7	1 4+	Co-ax MG, Limited vision, Unreliable.
BT-7 <i>45mm obr 1934 gun</i>	Standard Tank <i>24"/60cm</i>	1 2	1 7	1 4+	Co-ax MG, Fast tank, Limited vision, Unreliable.
T-60 <i>20mm ShVAK gun</i>	Half-tracked <i>16"/40cm</i>	2 2	1 5	1 5+	Co-ax MG, Limited vision, Unreliable.
T-34 obr 1940 <i>76mm L-11 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	5 8	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide tracks.
T-34 obr 1941 <i>76mm F-34 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide tracks.
FLAME TANKS					
Flammpanzer II <i>Two 1.4cm Flammenwerfer</i>	Half-tracked <i>4"/10cm</i>	2 <i>2 (each)</i>	1 -	1 6	MG. <i>Flame-thrower, Hull mounted.</i>
Flammpanzer B-2 740 (f) (Char B-1) <i>4.7cm KwK35(f) gun</i> <i>1.4cm Flammenwerfer</i>	Slow Tank <i>24"/60cm</i> <i>4"/10cm</i>	6 2 3	5 6 -	1 4+ 5+	Co-ax MG, Unreliable. <i>One-man turret.</i> <i>Flame-thrower, Hull mounted.</i>

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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ASSAULT-GUNS

Sd Kfz 253	Half-tracked	1	0	1	AA MG.
StuG A or D 7.5cm StuK37 gun	Standard Tank 24"/60cm	5 2	3 7	1 3+	Protected ammo. Hull mounted.

TANK-HUNTERS

Panzerjäger I 4.7cm PaK(t) gun	Half-tracked 24"/60cm	0 2	0 8	0 4+	Hull mounted.
8.8cm FlaK18 (Sfl) 8.8cm FlaK18 gun	Half-tracked 40"/100cm	1 3	0 13	0 3+	Awkward Layout, Overloaded. Hull mounted, Bunkerflak.
Dicker Max s10cm K18 gun	Standard Tank 40"/100cm	4 2	1 15	0 2+	AA MG. Hull mounted.

RECONNAISSANCE

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

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	- 4	- 5	- 5+	Gun shield. Anti-aircraft.
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VEHICLE MACHINE-GUNS

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
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MORTARS

10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
10.5cm NbW40 mortar	Light	56"/140cm	-	3	4+	Smoke bombardment.

ANTI-AIRCRAFT GUNS

8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun Shield, Turntable.
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ANTI-TANK GUNS

3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
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ARTILLERY

10.5cm leFH18 howitzer Firing bombardments	Immobile	24"/60cm 72"/180cm	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield, Smoke. Smoke bombardment.
s10cm K18 gun Firing bombardments	Immobile	32"/80cm 96"/240cm	1 -	15 4	2+ 4+	
15cm sFH18 howitzer Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	11 5	1+ 2+	Bunker buster, Smoke. 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	
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.
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	
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	-	-	-	

AIRCRAFT

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