

BRIDGE AT

KENNAKEN

THE BATTLE FOR THE RHINE, FEBRUARY-APRIL 1945



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

WESTERN EUROPE, 1945



WHY COLLECT A FORCE FROM BRIDGE AT REMAGEN?

It's March 1945 and the river Rhine is all that stands between the Western Allies and the German heartland. In *Bridge at Remagen*, players will enter the battlefields of the Ruhr, Germany's industrial region. These battles, together with the Soviet advances in the East, will decide the fate of Germany.

After the German winter offensives, the Allies are cautiously advancing across the whole front. Their goal is to reach the Rhine and pause to build up a river-crossing assault because they assumed that the Germans would blow all bridges before they could get to them...

Reinforced with FlaK batteries, *Volkssturm* militia, heavy tank formations, and fanatical troops of the Waffen-SS, the Germans prepare to hold against the odds on the eastern bank of the Rhine. With comrades still fighting on the western bank, local commanders defy orders and try to keep the bridges intact until the last possible moment...

Suddenly, the US 9th Armored Division stumbles upon the intact Ludendorff Bridge. Was it rigged to blow? Is it worth trying to capture? It's time to make that momentous decision!

This book will allow you to field the professional US 9th Armored Division. They have the latest and best equipment available, a new heavy tank, and advanced tactical doctrine. You can also field the battle-wearied 3rd Armored Division as they fight this one last battle before they can go home. Together, these soldiers are ready to make the last push into Germany and end this war.

Against the Americans is the German Fifteenth Army. They prepared their defences and reinforced the area with newly built or refreshed heavy tank battalions equipped with powerful Jagdtigers, Jagdpanthers, and Königstigers.

Field the 512. *Schwere Panzerjägerabteilung*, including the legendary Otto Carius, the 654. *Schwere Panzerjägerabteilung*, and the 506. or 510. *Schwere Panzerabteilung* and crush your enemies under your massive tanks. You can also field the fanatical defenders of the Ruhr Pocket, known as *SS-Panzerbrigade Westfalen*. These troops will dig in and hold off the enemy assault with unparalleled resolve.

Whichever side you choose, the battlefields of the Ruhr await you!

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KENNANEN

THE BATTLE FOR THE RHINE, FEBRUARY-APRIL 1945

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This is a supplement for *Flames Of War, the World War II miniatures game*.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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RACE TO THE RHINE

THE WESTERN FRONT, 1945

In many ways the strategic and political situation facing General Dwight Eisenhower, Supreme Commander of Allied Expeditionary Forces, in February 1945 was eerily similar to the previous August. After the fierce and desperate battles in the autumn and winter of 1944, the Western Allies were once again advancing along a broad front and closing in on Germany. The River Rhine remained the last physical and psychological barrier between the Western Allies and the industrial heartland of Germany, known as the Ruhr. How to cross that obstacle and which armies would go on to secure the German heartland was a matter of contention with both Eisenhower's subordinates and superiors.

In the interest of maintaining national and personal prestige, Field Marshal Montgomery advocated that his British 21st Army Group should play the leading role in the final defeat of Germany by conducting a single-pronged attack directly into the Ruhr. However, Montgomery's army was facing drastic manpower shortages at this point in the war. Britain fielded 21 divisions in this theatre, including one Polish and several Canadian divisions. In sharp contrast, fresh American divisions were regularly arriving from the States, bolstering the US presence under Eisenhower's command to 62 American divisions. Montgomery's argument was further hampered by the fact that General Omar Bradley and other senior American commanders were demanding the immediate release of the American divisions which had been attached to his 21st Army Group during the Battle of the Bulge.

THE PLAN

By 2 February 1945, Eisenhower submitted his final proposal for crossing the Rhine. 'The Plan', as it was known, specified breaching the Rhine using two crossing points to prevent the Germans from concentrating their forces in defense. Eisenhower ultimately made concessions to the British and agreed that Montgomery's 21st Group would be the primary spearhead across the Rhine and would not be delayed if it reached the river ahead of American forces.

OPERATIONS VERITABLE AND GRENADE

Operation Veritable, the British spearhead, began on 8 February with the goal of breaching the Reichswald to secure the western bank of the Rhine. Further south, the American Ninth Army, also under Monty's command, initiated Operation Grenade, which was designed to clear the Rur River and then push on to the Rhine.

Even with his meticulous planning, Montgomery's Operation Veritable ran into problems immediately. The Germans flooded the local terrain to limit the advance and put up extremely stiff resistance. Operation Grenade was more successful and managed to reach the Rhine at Neuss on 2 March, but Eisenhower refused to let the Ninth Army cross the Rhine, deferring to British wishes. He did, however, authorize Bradley's US 12th Army Group to launch Operation Lumberjack to secure the west bank of the Rhine near Köln (Cologne) and link up with Patton's Third Army near Coblenz.

OPERATION LUMBERJACK

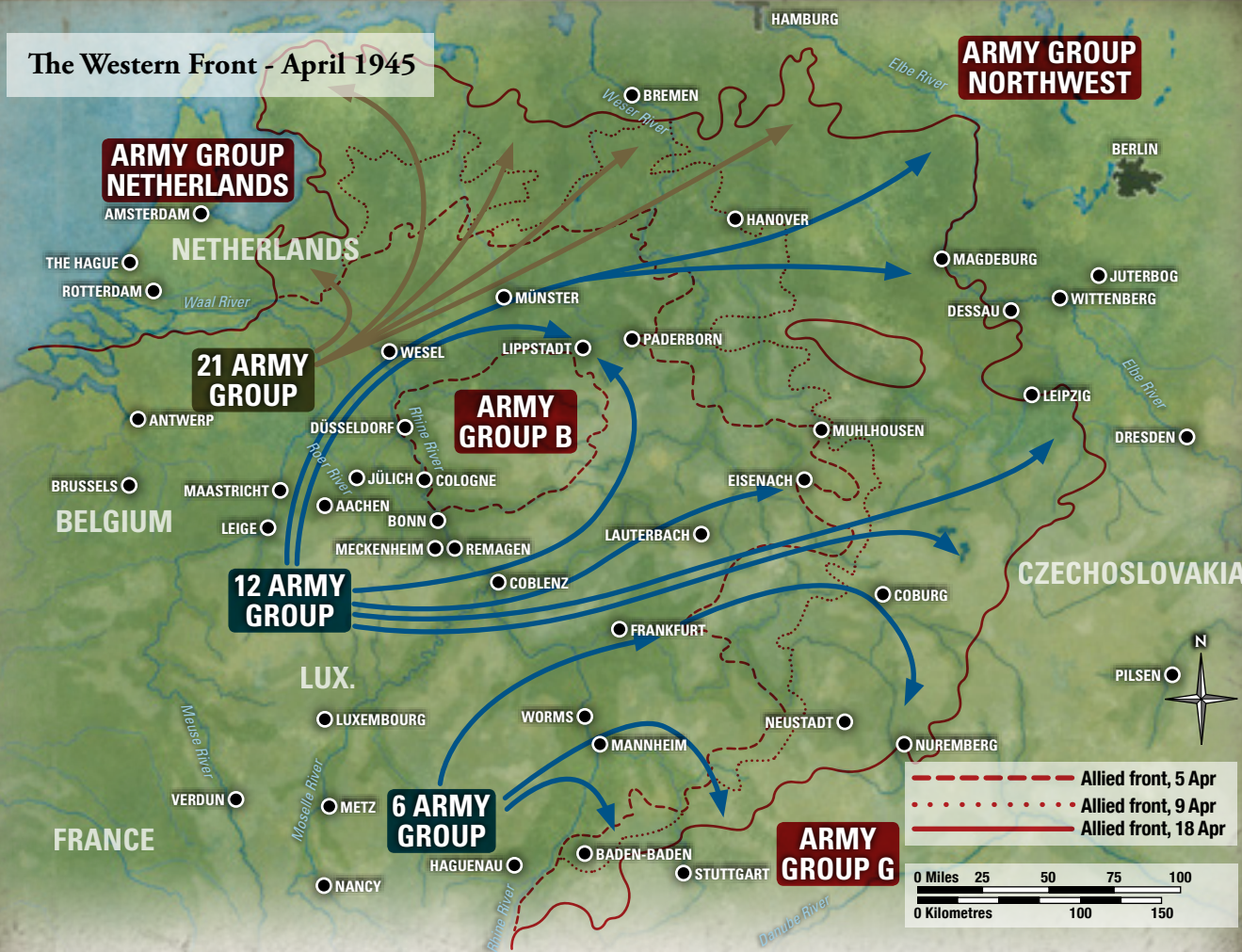
Operation Lumberjack began on 1 March, with American cavalry units reaching the Rhine north of Köln by 3 March. The battle for Köln itself began on 5 March when the 104th Infantry and 3rd Armored Divisions assaulted the city. German resistance was mixed, though the 8.8cm Flak batteries around the city's airfield put up strong resistance until they were overwhelmed by armour. As expected, all of the bridges across the Rhine at Köln had been destroyed, but it was known that some bridges were still standing further south.

NEXT MOVES

The Germans presumed that the city of Bonn would be the next primary target for American forces. Field Marshal Model, commanding Army Group B, allowed various German units to fall back towards the city even though Hitler had insisted that the Westwall fortifications be held



The Western Front - April 1945



to the last man. On paper, Model had several divisions at his command, but most of these had been bled white by continuous fighting and were short of literally everything from fuel to food. Frequently Model's orders to the various divisions under his command could not be followed because of a simple lack of supply.

The Americans, however, had decided to bypass and isolate Bonn and concentrate their forces further south. By 6 March, Combat Command B (CCB) of the American 9th Armored Division under Brigadier General Hoge secured the city of Meckenheim. Their objectives for the next day were to secure Remagen and continue south to link up with Patton's Third Army. This operation would create a unified, broad front running along the western bank of the Rhine.

DESTINATION: REMAGEN

Although the American forces were aware that the Ludendorff railroad bridge at Remagen was still standing, they presumed that it would be demolished once they reached the city. However, on 7 March, a Piper Cub reconnaissance plane reported that the bridge was still intact. Lieutenant Colonel Leonard Engeman's task force from CCB was already working its way into Remagen and pushed across the bridge after a dramatic and partially successful German attempt to blow it up.

WINDFALL

News of the success at Remagen sent shockwaves through both the Allied and German high commands. The Americans reacted quickly by pouring troops across the Rhine and

constructing additional bridges. They fortified the region to deal with the inevitable German counterattack on their unexpected prize.

For failing to hold the Rhine, Hitler dismissed von Rundstedt and appointed Albert Kesselring as Supreme Commander in the West. The Germans then launched several ground attacks toward the bridgehead, all of which failed. German aircraft, including Me 262 and Arado 234 jets, artillery, and even V2 rockets were fired at the bridge in an attempt to demolish it.

Despite the best efforts of the US Army engineers to repair it, the damaged Ludendorff bridge finally collapsed on 17 March, but by this time the Americans were firmly entrenched, with two treadway and pontoon bridges linking the banks of the Rhine. The Germans continued to assault the bridgehead with all available units, but the Americans held firm.

ACROSS THE RHINE

On 25 March, the Americans launched Operation Voyage, aimed at breaking out from the Remagen bridgehead. In the North, Montgomery's 21st Army Group launched Operation Plunder on the previous day, supported by the airborne Operation Varsity. Although Plunder was intended to be the primary prong of the attack, Voyage made far faster progress. The two prongs of the offensive ultimately linked up at Lippstadt on 1 April, thereby encircling the Ruhr. Though reducing the pocket would take until 18 April, the Rhine crossing at Remagen opened the door for the Western Allies to advance along a broad front into the heartland of Germany.



American cavalry reconnaissance forces scope out the front lines, looking for gaps in the German lines.



Armoured infantry task forces clear the town of Meckenheim and charge on towards Remagen.





The German army still has fight left in it as it battles to keep the American advances away from the river Rhine.



The US 9th Armored Division takes Remagen and discovers the Ludendorff Bridge over the Rhine still stands...

AMERICA'S BATTLE TANK

THE M26 PERSHING

The winter battles of late 1944 and early 1945 finally demonstrated to the US Army's high command that the M4 Sherman, though providing excellent service in previous years, was wholly inadequate to confront German heavy armour and anti-tank guns. Furthermore, it fatally undermined the prevailing US tank doctrine, which had prescribed leaving the engagement of enemy tanks to the Tank Destroyer battalions, freeing the tanks to support the infantry and exploit gaps in the enemy lines. A new armoured vehicle was needed to better suited to the realities of modern warfare. Fortunately, after a good deal of political debate, the T26E3 heavy tank was put into production in November 1944.

The T26 was the outcome of a long series of potential replacements for the aging M4 Sherman as the US Army's main battle tank. It was the first American tank to break away from the early 1930s design concept. The T26 was a 42-tonne vehicle, armed with an M3 90mm L/50 gun, the same that equipped the M36 Jackson Tank Destroyer. The new tank sported sloped 4" (102mm) cast frontal armour, dramatically increasing the protection of its crew compared to earlier American tanks. The relocation of the drive train to the rear avoided the need to run the drive shaft under the turret and allowed for the roof height to be lowered.

The power plant was the same 500 horsepower Ford GAF V8 petrol engine in the latest versions of Sherman. The running gear had six double-bogies per side on a new torsion bar suspension running on a 23"/58cm wide track. Together, these improvements gave the T26 considerable speed for a tank in its weight class.

The final production model, the T26E3, was given the name Pershing, in honour of General John Pershing, commander of the American Expeditionary Force in the First World War. The Pershing provided US tankers with a vehicle that greatly improved on the M4 and was roughly comparable to the German Panther.

THE T26 ARRIVES IN THE ETO

By the end of 1944, the first run of 40 T26E3s was complete and after a great clamour for them, the first batch of 20 arrived in the European Theatre of Operation (ETO) at the end of January 1945 as part of the Zebra Mission—a special mission to test the latest US designs of tanks and guns in combat conditions. These experimental T26s were therefore accompanied by a contingent of specialists to help report and iron out mechanical teething problems.

Ten T26E3 tanks were issued to each of the 3rd and 9th Armored Divisions. The 3rd Armored Division allocated five each to its 32nd and 33rd Armored Regiments, who in turn allocated a single example to their five tank companies.

Meanwhile, the 9th Armored Division allocated five of its T26s to the 14th Tank Battalion, which grouped them all into a single heavy tank platoon in A Company. The other five were given to the 19th Tank Battalion, which allocated one T26 to A Company and a pair each to B and C Companies.

SPEARHEAD PERSHINGS

The 3rd 'Spearhead' Armored Division completed its training near the end of February and then put their T26s to the test on 25 February during the approach to the Rur River. The following night, near Elsdorf, F Company's T26, nicknamed 'Fireball', was hit three times in an ambush by a 'Tiger' and knocked out. The tank was repaired and back in action within a few days.

The Pershings had their revenge on 27 February, where 33rd Armored Regiment's T26 from E Company knocked out a 'Tiger' at 900 yards using a special HVAP shell, followed by a standard AP shell. Shortly after, the Pershing also destroyed two Panzer IV tanks at the impressive range of 1200 yards.





On 6 March, Sergeant Bob Early's Pershing of E Company, 32nd Armored Regiment, was filmed flanking and destroying a troublesome Panther outside Cologne cathedral. Other 3rd Armored Division Pershings dispatched a Tiger and a Panzer IV near Cologne, and the T26 of D Company knocked out two further Tigers.

Two Pershings were lost approaching Cologne. One of these, belonging to H Company, 33rd Armored Regiment, was permanently written off after being knocked out by a German 8.8cm anti-tank shell from a tank-hunter firing just 200 yards away. After piercing the thick frontal armour, the round went through the forward compartments, between the driver's legs, and set off the ammunition on the floor of the tank. It was considerable good fortune that all the crew survived!

SUPER PERSHING

The Pershing's 90mm gun was powerful, but still lacked the ability to knock out the heavier German tanks, so an experimental gun was designed and designated the T15 90mm gun. Two examples of these massive guns were mounted in specially-modified Pershings, one of which made it into action with the 3rd Armored Division. This was further modified in the field by adding additional armour plates cut from destroyed German Panthers. The result was America's first and only super-heavy tank of the war.

The Super Pershing engaged the enemy, easily destroying German tanks that it encountered. Its most famous action was a duel with a German Königstiger at Dessau, which the

Super Pershing bested after a short but fierce fight. The war ended before more Super Pershings could be built, but the design was considered successful enough to further develop the M26 series into a main battle tank.

PHANTOM PERSHINGS

The 9th 'Phantom' Armored Division committed their Pershings in the final days of February during the fighting to cross the Roer River. One T26 from 14th Tank Battalion's heavy tank platoon was disabled on the night of 1 March when it was hit twice by a 150mm field gun. Like 'Fireball', it was quickly repaired. The remaining four Pershings of the platoon, led by Lieutenant John Grimball, took part in the capture of the Ludendorff bridge at Remagen on 7 March. Concerns about the ability of the weakened bridge to carry the weight of the Pershings kept the platoon from crossing to the eastern side, so they provided support from the west bank.

NEXT WAVE

In March 1945, the T26 was officially designated the M26 Pershing. A few more batches were deployed to Europe before the end of hostilities in May. A batch of 40 arrived at the port of Antwerp in late March and was issued to Ninth Army, which was then divided between the 2nd and 5th Armored Divisions. In April, 30 more were issued to the 11th Armored Division which became the last unit to get Pershings before the German surrender at the beginning of May 1945. By the end of the war, 310 Pershings had arrived in Europe with 200 issued to units.



US SPECIAL RULES

In late 1944, the US Army in France started receiving new variants of the M4 Sherman tank. Some of these only differed in their guns and armour, but others changed the way that the tank operated as well. These special rules reflect those changes.

SHERMAN TANK SPECIAL RULES

DETROIT'S FINEST

The Ford V8 engine improved the performance of the M4A3 series of tanks. Its power gave them a good top speed, while its robustness and reliability allowed them to take advantage of this without worrying about breaking down.

"Some of the GIs...said that the CCB must have been going downhill with a hundred-mile-an-hour tailwind all the way."
—Belton Cooper, 3rd Armored Division

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads or Cross-country Terrain.

DUCKBILLS

Duckbill track extensions gave the Sherman better mobility in boggy ground. However, they were attached to the pins linking two pieces of track, so the tank had to keep its speed down to avoid breaking them off and throwing a track.

At the start of the game a player may elect to fit all of their Sherman tanks (of all variants), M5A1 Stuart, and M8 Scott HMC with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo, M4A3E2 (76mm), and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

SMOOTH RIDE

The driving force behind the development of HVSS (Horizontal Volute Spring Suspension) was the need for wider tracks for crossing soft ground, and a smoother ride. As a result, HVSS made it much easier for gunners to use the basic stabiliser system fitted to the Sherman tank.

A tank that uses the Smooth Ride special rule does not suffer the +1 penalty to its score To Hit when using the Stabilizers special rule, provided that it did not move more than 6"/15cm during the Movement Step and it did not move in, enter, or move out of Rough Terrain.

TANK TELEPHONES

By the end of 1944, most Sherman tanks working with infantry had been fitted with field telephones on the rear to allow the infantry to point out targets to the tanks.

If a Tank team with Tank Telephone and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recce team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the target or continue to treat the target as Gone to Ground.

JUMBOS LEAD THE WAY

Initially the M4A3E2 'Jumbo' assault tank was allocated to tank battalions supporting the infantry. Once the armoured divisions caught on though, they started using Jumbos as the lead tank in their advances, deliberately encouraging the Germans to shoot at it rather than the lighter M4 Sherman tanks operating with it.

You may allocate hits to an M4A3E2 Jumbo or M4A3E2 (76mm) tank as if it had the lowest armour rating, assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Artillery Bombardments or hits from Aircraft.



TASK FORCE SPECIAL RULES

As the German army broke down into smaller and more fragmented nests of resistance, gaps were opened up for the US Army to exploit using Task Forces. An American Task Force was roughly equivalent to the German *Kampfgruppe* or British 'Force'. Like the others, a task force was typically named after its commander.

The strongest pairing in a tank task force was infantry riding on tanks. This was the result of lessons learned in the hedgerow battles of Normandy, exploitations across the muddy fields of the Lorraine and Belgium, and the bitter street-fighting in Brest, Aachen, and Cologne. The infantry deployed to deal with hand-held anti-tank weapons such as the panzerfaust, while the tanks knocked out machine-guns and nests. It was a lethal combination and the riflemen and tankers had it down to a science by 1945.

TASK FORCE RIDERS

The spring weather has made the ground unsuitable in places for standard wheeled or vehicle transport. However, the Germans are in retreat and the way to Berlin is open. To get there, the infantry mount up on any fully-tracked vehicle available and strike east with the tanks.

Teams from platoons that use the Task Force Riders special rule do not use the Truscott Trot special rule. Instead, teams from this platoon have a 3+ Save while Mounted on a Slow, Standard, or Light Tank team as Passengers, instead of the normal 5+ Save (see page 101 of the rulebook).



CALLIOPE ROCKET LAUNCHER RULES

SATURATION BOMBARDMENT

Each Calliope rocket launcher system fired a bombardment of sixty 4.5" (114mm) rockets. Individually, these rockets may not cause much damage, but group 60 to 240 of them into a single salvo and the enemy will have nowhere to hide!

Calliope launcher kits were attached to tanks from one of the tank battalion's platoons. This meant that the crews that were once full-time tankers, were now part-time artillerymen without much, if any, specialised training.

Each T34 Calliope counts as four weapons when firing an Artillery Bombardment.

A Calliope Tank Platoon cannot use the Hit 'Em With Everything You Got special rule (see page 240 of the rulebook).

SIXTY ROCKETS

The Calliope's 60 rocket tubes took a bit of time to reload, but a crack crew found ways to speed things up for the next salvo.

At the start of the game, place a Full Salvo marker with a platoon that uses the Sixty Rockets special rule. Remove this marker after firing an Artillery Bombardment.

If a platoon that uses the Sixty Rockets special rule does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Sixty Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

TANK COMPANY

TANK COMPANY

MOTIVATION AND SKILL

A Tank Company from the 3rd Armored Division is rated **Reluctant Veteran**.

A Tank Company from the 9th Armored Division is rated **Confident Veteran**.

3 3RD ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

9 9TH ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Tank Company HQ

21

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 from the 3rd Armored Division (marked **3**), or the 9th Armored Division (marked **9**). All other platoons marked with either of these divisional symbols must be from the same division as your Company HQ.

COMBAT PLATOONS

ARMOUR



Heavy Tank Platoon

11

Tank Platoon

12

ARMOUR



Tank Platoon

12

ARMOUR



Tank Platoon

12

Calliope Tank Platoon

13

WEAPONS PLATOONS

ARTILLERY



Armored Mortar Platoon

13

ARMOUR



Sherman Assault Gun Platoon

13

ARMOUR



Light Tank Platoon

15

ARMOUR



Light Tank Platoon

15

RECONNAISSANCE



Recon Platoon

21

SUPPORT PLATOONS

ARMOUR



Tank Destroyer Platoon

27

Mine-exploder Tank Platoon

28

INFANTRY



Armored Rifle Platoon

19

Rifle Platoon

29

Battleworn Rifle Platoon

29

Engineer Combat Platoon

30

Provisional Rifle Platoon

30

INFANTRY



Armored Rifle Platoon

19

Rifle Platoon

29

Battleworn Rifle Platoon

29

RECONNAISSANCE



Armored Recon Platoon

25

Cavalry Recon Platoon

26

ARTILLERY



Armored Field Artillery Battery

31

ARTILLERY



Armored Field Artillery Battery

31

Field Artillery Battery

32

ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon

32

AIRCRAFT



Air Support

33

AOP



Air Observation Post

33

HEADQUARTERS

TANK COMPANY HQ

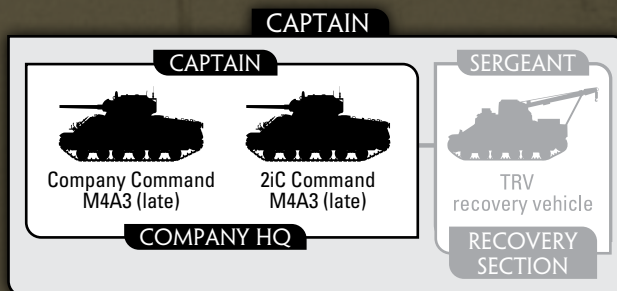
HEADQUARTERS

Company HQ with:

2 M4A3 (late)	190 points	205 points
1 M4A3 (late)	95 points	105 points

OPTIONS

- Add M31 TRV for +10 points or M32 TRV for +15 points.
- Mount Carbine Tank Escorts on all tanks for +15 points per tank.



TANK COMPANY HQ

- Equip one M4, M4A1, M4A3, or M4A3 (late) Sherman tank with a dozer blade making it a Bulldozer for +5 points.

COMBAT PLATOONS

HEAVY TANK PLATOON

PLATOON

5 M26 Pershing	985 points
4 M26 Pershing	790 points
3 M26 Pershing	595 points
2 M26 Pershing	400 points
1 M26 Pershing	200 points
1 T26E4 Super Pershing	275 points

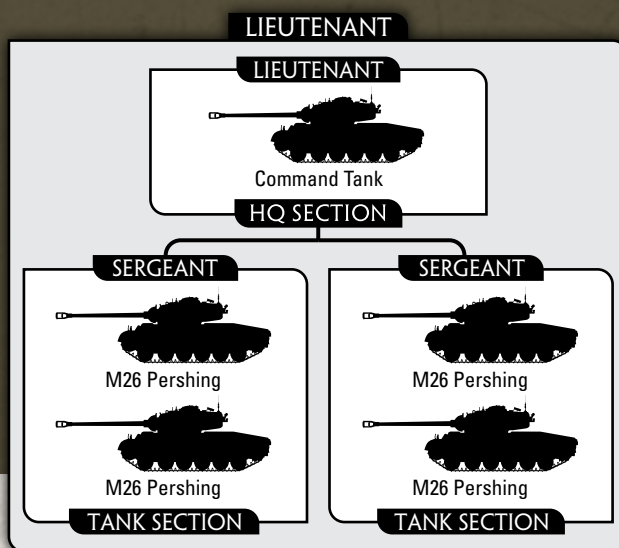
OPTION

- Mount Carbine Tank Escorts on all tanks for +15 points per tank.

Tank crews had great hopes and confidence in the new M26 Pershing compared to the old Sherman tank. A Heavy Tank Platoon is rated **Confident Veteran**.

CONFIDENT VETERAN

Top Secret. A special mission has rushed 20 of the modern M26 'Pershing' heavy tanks to the front. The 9th Armored Division has created a whole platoon of M26 Pershings while 3rd Armored Division has given them out one per company.



HEAVY TANK PLATOON

Meanwhile, somewhere in a workshop the good old boys from 3rd Armored Division maintenance are showing American ingenuity by cutting out armour plates from German Panther tanks and welding them to a Pershing armed with a long 90mm gun. Thus they have created the unique T26E4 'Super Pershing'. Let's now see how the Germans like it when the boot's on the other foot!

M26 PERSHING

Top Armour 2

Tank telephone

Side Armour 6

Movement Standard Tank.

Front Armour 10

Weapon	Range	ROF	AT	FP
M3 90mm gun	32"/80cm	2	14	3+

T26E4 SUPER PERSHING

Top Armour 2

Tank telephone

Side Armour 6


Movement Slow Tank, Overloaded.

Front Armour 13

Weapon	Range	ROF	AT	FP
T15E1 90mm gun	40"/100cm	2	16	3+

TANK PLATOON

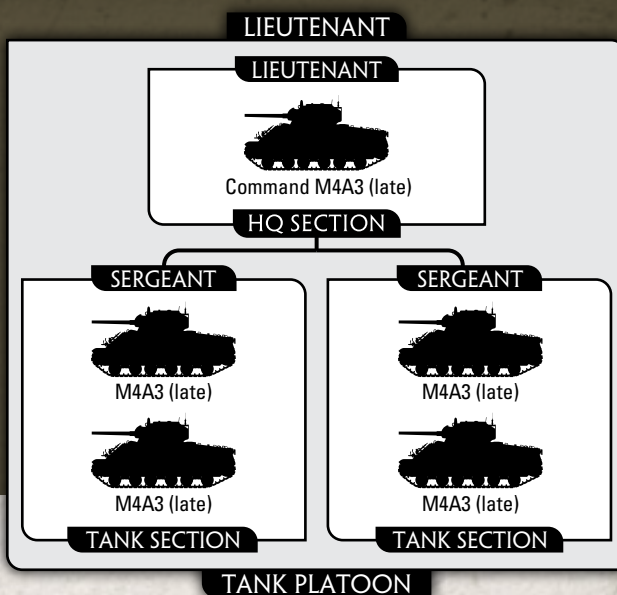
PLATOON

		
5 M4A3 (late)	475 points	515 points
4 M4A3 (late)	380 points	415 points
3 M4A3 (late)	285 points	310 points



OPTIONS

- Mount Carbine Tank Escorts on all tanks for +15 points per tank.
- Arm any or all tanks with an additional AA MG for +5 points per tank.
- Fit any or all tanks that are not Uparmoured with Improvised Armour for +5 points per tank.

Our M4s have gone the distance. They have driven rings around Hitler's armies for eight months—chasing them out of France, across Belgium, and smashing his winter attacks.



SHERMAN TANK UPGRADES

You can replace any or all of your M4A3 (late) Sherman tanks from your Tank Company HQ and Tank Platoons with older or newer models. For each tank you wish to replace, simply add the points that match your division ( or ) from the adjacent table to the cost of your HQ or platoon.



For example, in one of your full-strength Tank Platoons from the 3rd Armored Division (475 points), you would like to upgrade one tank to an M4A3E2 Jumbo, two tanks to M4A3 (76mm), and leave the rest as normal. This adds +35 for the Jumbo upgrade and +30 for each of the 76mm upgrades, for a total cost of 570 points for the platoon.

In your next platoon you would like to replace all five tanks with older M4A3 tanks, making that platoon 400 points.



By the Spring of 1945, the American army was at its peak in terms of experience and equipment. The trusty Sherman tank had seen the army through from the very beginning, adopting many variants along the way. Powerful engines, advanced track suspensions, and heavier armament was standard in the late models of the old US battle tank.

Sometimes this was not enough to counter the German weapons of the period, such as the simple-to-use hand-held Panzerfaust anti-tank launcher. To deal with these threats, US tankers made their own improvements to their Shermans, such as adding extra armour plating, sand-bag improvised armour, additional machine-guns, and taking aboard dedicated riflemen as tank escorts to keep the enemy at bay.



Replace up to three tanks in your Company HQ and each Tank Platoon with:

		
M4A1 (76mm)	+25 points	+30 points
M4A3 (76mm)	+30 points	+35 points
M4A3E8 Easy Eight Uparmoured	+40 points	+45 points
M4A3 (76mm)	+45 points	+50 points
Uparmoured M4A3E8 Easy Eight	+50 points	+55 points


Replace up to one tank in your Company HQ and each Tank Platoon with:

		
M4A3E2 Jumbo	+35 points	+40 points
M4A3E2 Jumbo (76mm)	+90 points	+105 points

Replace any or all tanks in your Company HQ and each Tank Platoon with:

		
M4 or M4A1	-20 points	-20 points
M4A3	-15 points	-15 points
Uparmoured M4A3 (late)	+10 points	+10 points

Replace up to one tank in your Company with:

		
M4A3 (105mm)	-30 points	-35 points
M4A3 (105mm) HVSS	-25 points	-30 points



CALLIOPE TANK PLATOON

PLATOON

5 T34 Calliope	200 points
4 T34 Calliope	160 points
3 T34 Calliope	120 points
2 T34 Calliope	80 points

OPTION

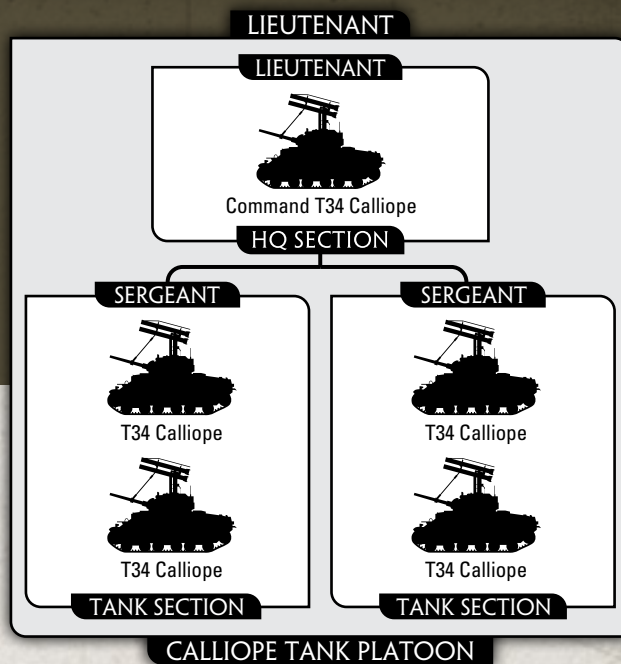
- Fit any or all tanks with Improved Armour for +5 points for the platoon.

A Calliope Tank Platoon uses the Saturation Bombardment and Sixty Rockets special rules found on page 9.

Tanks from a Calliope Tank Platoon are always Non-assaulting teams when involved in an assault.

Calliope crews struggled to switch from being tankers to artillerymen. Still, they learned on the job and performed well. A Calliope Tank Platoon is rated **Confident Trained**.

CONFIDENT TRAINED



Calliope field kits are available to give tank battalions their own artillery component. The five rocket launcher kits are installed as a batch in one of the tank battalion's platoons and are capable of supporting an entire Combat Command.

WEAPONS PLATOONS

ARMORED MORTAR PLATOON

PLATOON

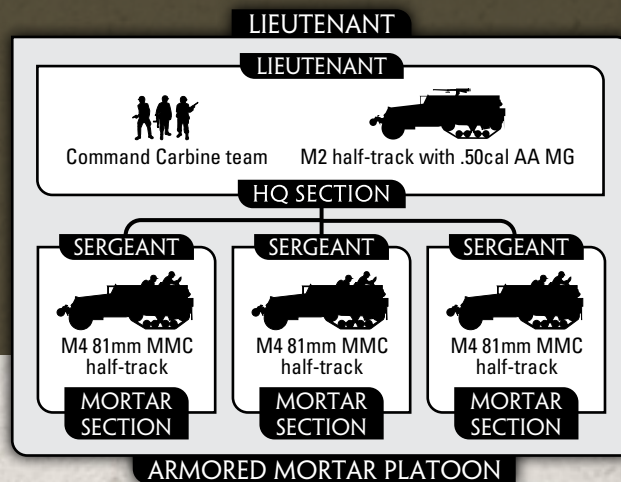
HQ Section with

3 Mortar Sections	100 points	110 points
2 Mortar Sections	70 points	80 points

OPTION

- Arm any or all M4 81mm MMC half-tracks with .50 cal AA MG for +5 points per half-track.

The armoured mortar platoon is your on-call smoke screen projector that will cover your tank buddies as they manoeuvre to find the enemy's flank. Smoke 'em if you've got 'em.

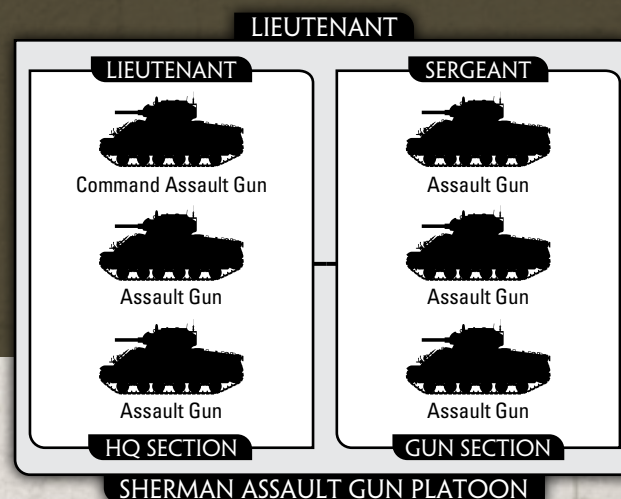


SHERMAN ASSAULT GUN PLATOON

PLATOON

6 M4A3 (105mm)	375 points	420 points
3 M4A3 (105mm)	185 points	210 points
2 M4A3 (105mm)	125 points	140 points
6 M4A3 (105mm) HVSS	400 points	450 points
3 M4A3 (105mm) HVSS	200 points	225 points
2 M4A3 (105mm) HVSS	135 points	150 points

The Germans are now back in their pillboxes on the Siegfried Line and turning every town into an instant fortress. Fortunately we have our own armoured artillery platoon right up at the front to blast through these fortified defences.



LIGHT TANK COMPANY

TANK COMPANY

MOTIVATION AND SKILL

A Light Tank Company from the 3rd Armored Division is rated **Reluctant Veteran**.

A Light Tank Company from the 9th Armored Division is rated **Confident Veteran**.

3 3RD ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

9 9TH ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Light Tank Company HQ 15

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 from the 3rd Armored Division (marked **3**), or the 9th Armored Division (marked **9**). All other platoons marked with either of these divisional symbols must be from the same division as your Company HQ.

COMBAT PLATOONS

ARMOUR



Light Tank Platoon 15

ARMOUR



Light Tank Platoon 15

ARMOUR



Light Tank Platoon 15

WEAPONS PLATOONS

ARTILLERY



Armored Mortar Platoon 13

ARMOUR



Sherman Assault Gun Platoon 13

ARMOUR



Tank Platoon 12

ARMOUR



Tank Platoon 12

Calliope Tank Platoon 13

RECONNAISSANCE



Recon Platoon 21

SUPPORT PLATOONS

ARMOUR



Tank Destroyer Platoon 27

Mine-exploder Tank Platoon 28

INFANTRY



Armored Rifle Platoon 19

Rifle Platoon 29

Battleworn Rifle Platoon 29

Engineer Combat Platoon 30

Provisional Rifle Platoon 30

INFANTRY



Armored Rifle Platoon 19

Rifle Platoon 29

Battleworn Rifle Platoon 29

RECONNAISSANCE



3 Armored Recon Platoon 25

Cavalry Recon Platoon 26

ARTILLERY



Armored Field Artillery Battery 31

ARTILLERY



Armored Field Artillery Battery 31

Field Artillery Battery 32

ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon 32

AIRCRAFT



Air Support 33

AOP





Air Observation Post 33

HEADQUARTERS

LIGHT TANK COMPANY HQ

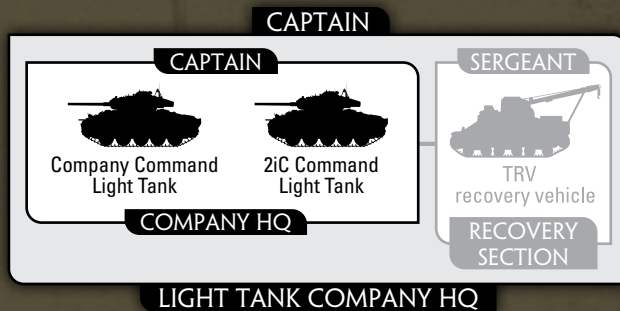
HEADQUARTERS

Company HQ with:

2 M24 Chaffee	150 points 	165 points 
2 M5A1 Stuart	95 points	105 points

OPTION

- Add M31 TRV recovery vehicle for +10 points or M32 TRV recovery vehicle for +15 points.





You must field at least one Light Tank Platoon entirely equipped with the same model of tank as the Light Tank Company HQ.

The battalion's D Company is all about speed and exploitation. You find the enemy's weakest point and use that to get your tanks into his vulnerable flanks. With that accomplished, the medium and heavy tanks will overrun the distracted enemy in no time at all.

COMBAT PLATOONS

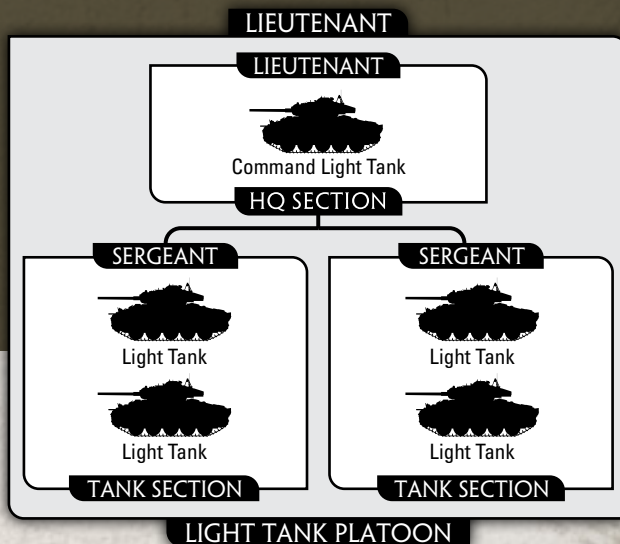
LIGHT TANK PLATOON

PLATOON

5 M24 Chaffee	370 points 	415 points 
4 M24 Chaffee	295 points	335 points
3 M24 Chaffee	220 points	250 points
5 M5A1 Stuart	230 points	260 points
4 M5A1 Stuart	185 points	210 points
3 M5A1 Stuart	140 points	155 points

The new M24 Chaffee sure is a magnificent piece of engineering! The American Panther some call it. Speed and firepower is how you beat panzers and the M24 is a speed machine that can glide across the battlefield while carrying the 75mm gun of a Sherman. Just what General Patton ordered when you need to whip around behind a skulking panzer.

While the M24 makes it out to the front, some units are making do with their faithful M5A1 Stuart light tanks until Army Ordinance gets around to organising an upgrade





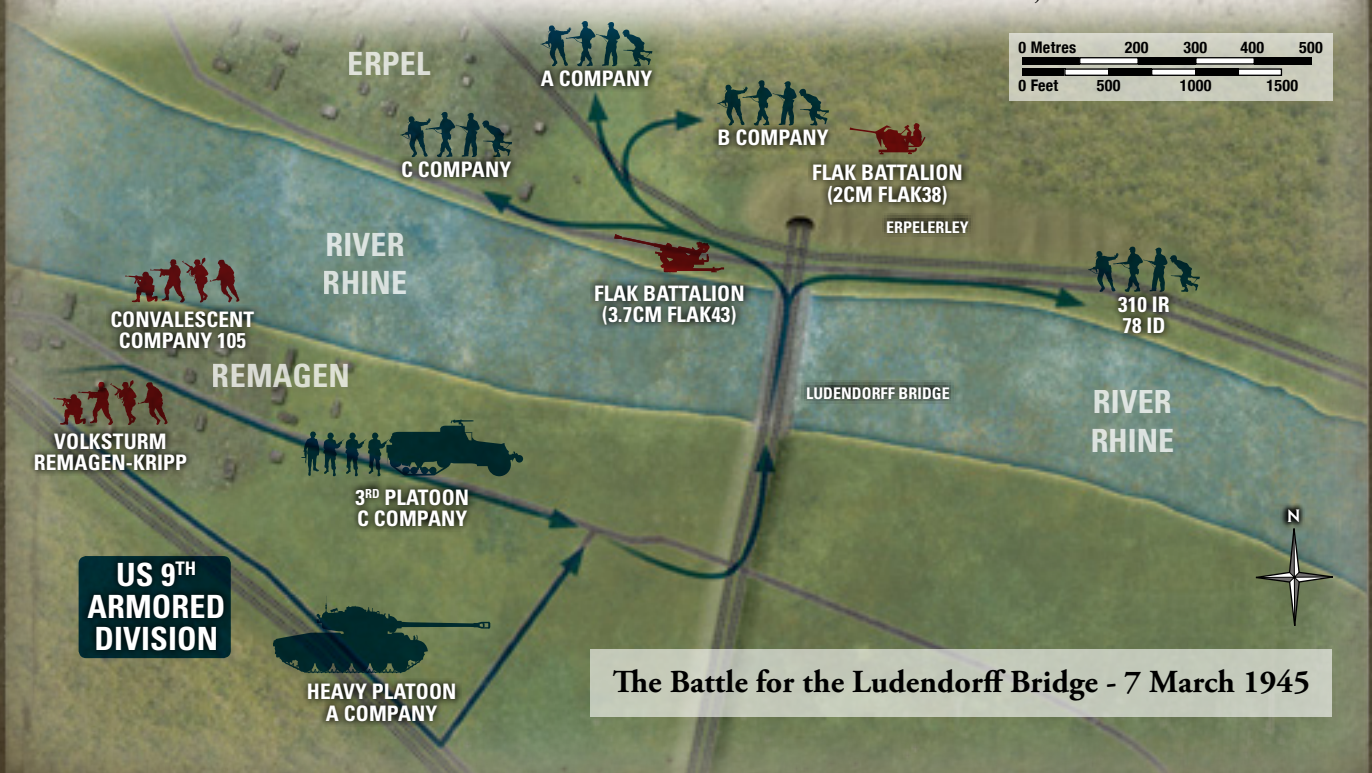
THE BRIDGE AT REMAGEN

THE BATTLE OF REMAGEN, 7 MARCH 1945

After the fall of Cologne, the Germans presumed the Americans' next target would be Bonn. They were not expecting an attack in the vicinity of Remagen. The defenders consisted of a motley collection of support troops from various units, three flak batteries on the eastern side of the river, *Volksturm* (the German home guard), and a few railroad and construction workers. The end result was a defensive group consisting of second-rate troops with an unnecessarily complex command structure. Overall command of the area was given to *Generalmajor* Walter Botsch on 1 March. Realizing these meagre forces would be no match for the determined Americans, Botsch requested more troops from Model, but his request was denied as Model and his staff were concentrating forces near Bonn.

As with all bridges on the Rhine, the Ludendorff bridge had been wired for demolition, but the charges themselves were not in place in order to prevent an accidental detonation. On 6 March, with the local situation deteriorating, Botsch ordered the charges attached to the bridge. However, Model chose that critical moment to recall Botsch to take over 53 Corps and placed General Otto Hitzfeld in command of the Remagen area. Model then unrealistically ordered Hitzfeld's 67 Corps to launch an attack against the 9th Armored Division, but his forces were in fact isolated behind the main American spearheads west of the Rhine and completely unable to launch an offensive.

Fearing that his own troops would be caught west of the Rhine, Hitzfeld ordered Major Hans Scheller to take



The Battle for the Ludendorff Bridge - 7 March 1945

personal command at Remagen to keep it open. As the bridge represented the best retreat avenue for 67 Corps, Hitzfield didn't want it demolished prematurely. Scheller didn't arrive at the bridge until 1100 hrs, 7 March, just as the first reports of American tanks in the area started pouring in. Several of Scheller's subordinates, including Captain Friesenhahn in command of the bridge itself, recommended immediate demolition of the bridge even though the charges were only partially placed. Scheller refused and instead ordered all the remaining charges prepared.

By 1400 hours, engineers placed the final charges on the Ludendorff bridge, although parts of the secondary firing circuit remained incomplete. However, by this time American troops had been pouring into Remagen for nearly an hour, easily pushing aside the *Volkssturm* and other disorganised soldiers. Scheller and Friesenhahn crossed to the west side of the bridge to ascertain the state of the city's defences, but upon reaching the west bank they immediately ran into the 27th Armored Infantry Battalion closing on the bridge itself. Recognizing the impending disaster, Friesenhahn ordered the detonation of the large explosive charges under the bridge's approach ramp. This charge created a large crater in the bridge's western ramp preventing American armour from reaching the bridge itself.

Taking advantage of the temporary shock caused by the detonation, the German commanders sprinted back to the east side of the bridge. Friesenhahn reached the east side of the bridge several minutes after Scheller because he'd been temporarily rendered unconscious by an American shell. American tanks were already targeting units on the east side in preparation for a general assault on the bridge itself. Finding Scheller in the railway tunnel behind the bridge, Friesenhahn finally obtained permission to destroy the bridge at 1520 hours, but the primary detonation circuit failed.

By this time a company of American infantry, under Lieutenant Karl Timmermann, was preparing to assault the bridge. Supporting the infantry was a platoon of combat engineers under orders to clear the demolition charges. The only hope for the Germans was activation of the secondary circuit. *Feldwebel* Anton Faust led a small group of volunteers to light the fuse on the secondary circuit. Moments later a huge explosion rocked the bridge, but as the smoke cleared astonished Germans and Americans saw that the bridge was damaged but still standing.

Timmerman quickly realized that the bridge was still passable, so he ordered his men across. The supporting armour fired smoke rounds to cover their attack. The desperate Germans opened up with everything they had on the advancing Americans. The towers on the eastern end of the bridge were manned with machine-guns which attempted to mow down the advancing infantry. The flak batteries on the ridge above the railway tunnel also engaged, but many lacked sufficient depression to fire on the bridge. The advancing Americans also took fire from a barge on the Rhine itself. As the infantry crossed, the engineers dropped any unexploded demolition charges into the river to prevent the bridge's destruction.

Despite the murderous fire, American casualties crossing the bridge were miraculously light with only one confirmed wounded. Sergeant Joseph DeLisio reached the far end of the bridge and began clearing one of the towers defending the eastern approach, and Sergeant Alex Drabik was officially the first American across the bridge itself. The rest of the company quickly overcame what little resistance was offered by the German infantry on the far side of the bridge. Major Scheller fled on a bicycle stating he intended to communicate the fall of the bridge to higher command.

The Americans went on to take the ridge above the tunnel and establish a small bridgehead on the eastern bank of the Rhine. However, silencing the flak guns above proved far more costly than taking the bridge itself. Just as the Americans secured the bridge, General Hoge received orders from higher command to continue to drive south with Combat Command B to cut off retreating German forces. Understanding the opportunity the intact Ludendorff bridge represented, Hoge sent a now historic message to headquarters:

'We have a bridge intact across the river at Checkpoint 15 [Remagen]. Shall I continue to hold this bridgehead in view of the new mission south? We have one company across at 16:10.'

General Hoge's commanding officer, Major-General Leonard, realized what the intact bridge presented. Though he knew that his troops on the east bank could become isolated, the opportunity could not be ignored. He cancelled all orders for the drive south and ordered the bridge be repaired so armour could cross. The repairs went relatively quickly and the first Sherman tanks crossed the Ludendorff bridge at 0015 hrs on 8 March.



ARMORED RIFLE COMPANY

MECHANISED COMPANY

MOTIVATION AND SKILL

An Armored Rifle Company from the 3rd Armored Division is rated **Reluctant Veteran**.

An Armored Rifle Company from the 9th Armored Division is rated **Confident Veteran**.

3 3RD ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

9 9TH ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Armored Rifle Company HQ

19

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 from the 3rd Armored Division (marked **3**), or the 9th Armored Division (marked **9**). All other platoons marked with either of these divisional symbols must be from the same division as your Company HQ.

COMBAT PLATOONS

INFANTRY



Armored Rifle Platoon

19

INFANTRY



Armored Rifle Platoon

19

INFANTRY



Armored Rifle Platoon

19

ANTI-TANK



Armored Anti-tank Platoon

20

Armored Anti-tank Rifle Platoon

20

WEAPONS PLATOONS

RECONNAISSANCE



Recon Platoon

21

MACHINE-GUNS



Armored Machine-gun Platoon

21

ARTILLERY



Armored Mortar Platoon

13

ARTILLERY



Assault Gun Platoon

21

SUPPORT PLATOONS

ARMOUR



Heavy Tank Platoon

11

Tank Platoon

12

Light Tank Platoon

15

Tank Destroyer Platoon

21

ARMOUR



Tank Platoon

12

Calliope Tank Platoon

13

Light Tank Platoon

15

Mine-exploder Tank Platoon

28

INFANTRY



Rifle Platoon

29

Battleworn Rifle Platoon

29

Engineer Combat Platoon

30

RECONNAISSANCE



Armored Recon Platoon

25

Cavalry Recon Platoon

26

ARTILLERY



Armored Field Artillery Battery

31

ARTILLERY



Armored Field Artillery Battery

31

Field Artillery Battery

32

ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon

32

AIRCRAFT



Air Support

33

AOP



Air Observation Post

33

DISMOUNT

In the muddy terrain of the Rhineland, the armoured infantry found that riding on tanks gave them better mobility than their own M3 half-tracks. As a result, they often fought dismounted and left their half-tracks behind.

If you pick the Dismount option for any of your platoons, then your Headquarters and all of your platoons that may pick the Dismount option must also do so.

A Dismounted Armored Rifle Company is still rated as a Mechanised Company.

HEADQUARTERS

ARMORED RIFLE COMPANY HQ



HEADQUARTERS

Company HQ

 25 points

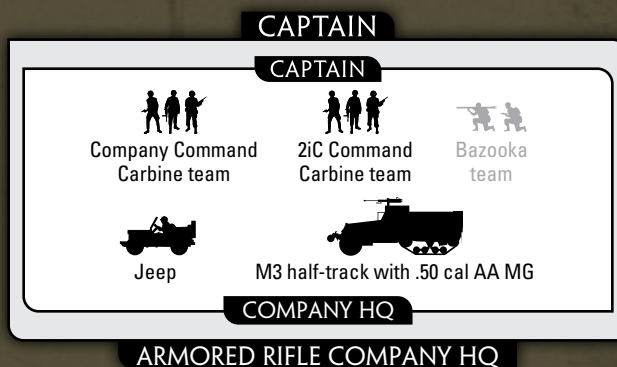
 25 points

OPTIONS

-  Add a Bazooka team for +15 points.
-  Add a Bazooka team for +20 points.
- Arm Jeep with an AA MG for +5 points.

DISMOUNT

- Remove all vehicles from your Armored Rifle Company HQ for -5 points.



An Armored Rifle Company HQ that is Dismounted uses the Task Force Riders special rule on page 9.

The 'Armored Doughs' keep the panzerfausts off the tanks and the tanks keep the machine-guns off the infantry. We now have this combined arms warfare down to a well-synchronised dance number.

COMBAT PLATOONS

ARMORED RIFLE PLATOON

PLATOON

HQ Section with
Light Machine-gun Squad,
60mm Mortar Squad, and:

2 Rifle Squads

 265 points

 295 points

1 Rifle Squad

215 points

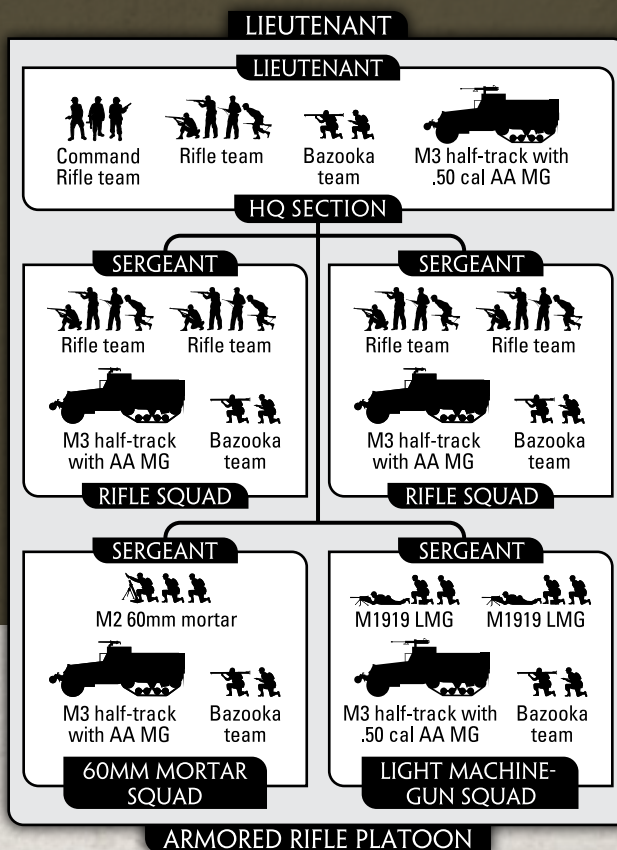
235 points

OPTIONS

- Replace Bazooka team in HQ Section with an M3 37mm gun at no cost.
- Replace AA MG on any or all M3 half-tracks with .50 cal AA MG for +5 points per half-track.

DISMOUNT

- Remove all vehicles from the platoon for -5 points per M3 half-track.



Armored Rifle Platoons that are Dismounted use the Task Force Riders special rule on page 9.







ARMORED ANTI-TANK PLATOON

HQ Section with:

3 Gun Sections	 110 points	 125 points
2 Gun Sections	75 points	85 points

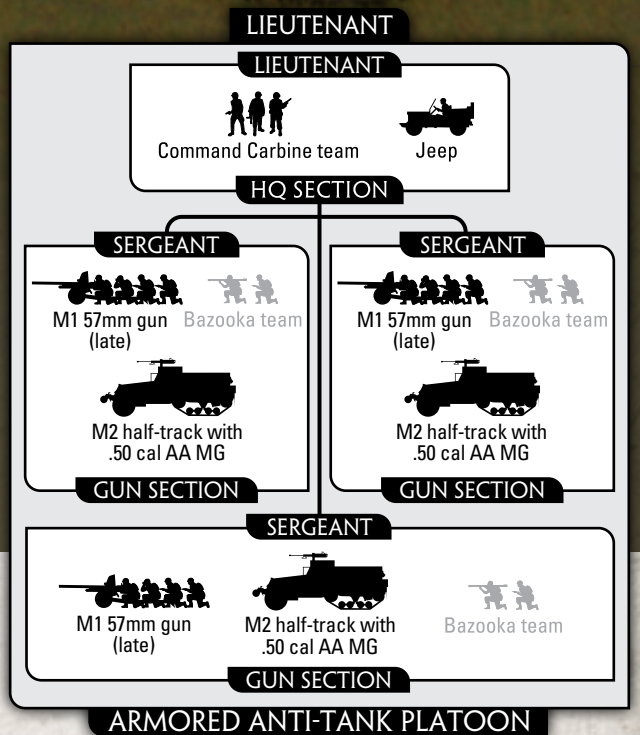
OPTIONS

-  Add a Bazooka team to any or all Gun Sections for +15 points per Bazooka team.
-  Add a Bazooka team to any or all Gun Sections for +20 points per Bazooka team.

DISMOUNT

- Remove all vehicles from the platoon for -5 points per M3 half-track.



The 57mm guns and bazookas of the Armored Anti-tank Platoon are the Armored Rifle Company's first line of defence against a panzer counterattack. The 57mm is starting to show its age, but its small size allows it to be easily dug in and hidden until an unwary panzer drives on by.



ARMORED ANTI-TANK RIFLE PLATOON

PLATOON

HQ Section with:

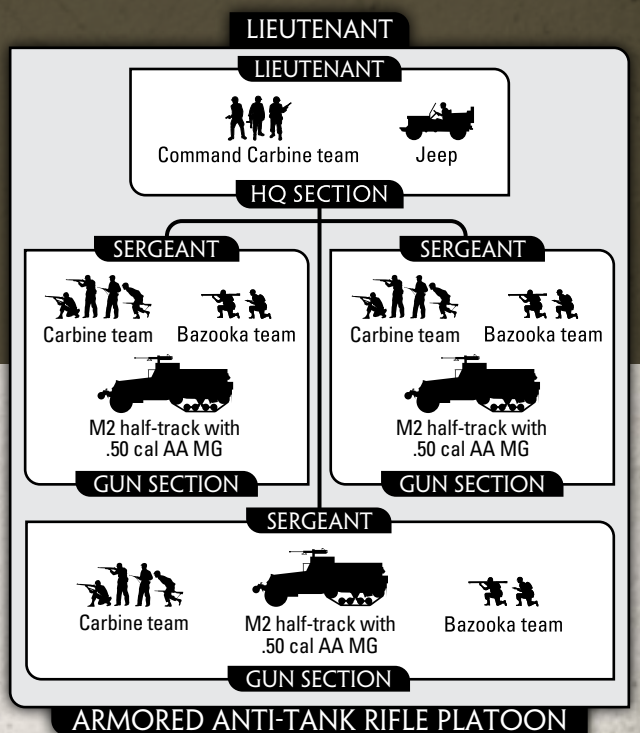
3 Gun Sections	 130 points	 145 points
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DISMOUNT

- Remove all vehicles from the platoon for -5 points per M3 half-track.

Armored Anti-tank Rifle Platoons that are Dismounted use the Task Force Riders special rule on page 9.

When the company needs more infantry, the anti-tank platoon can be organised into an extra infantry platoon. Whether it's patrolling, setting up a defensive position, clearing a building, or hunting a panzer, it's all the same to this versatile unit.





WEAPONS PLATOONS



RECON PLATOON

PLATOON

HQ Section with:

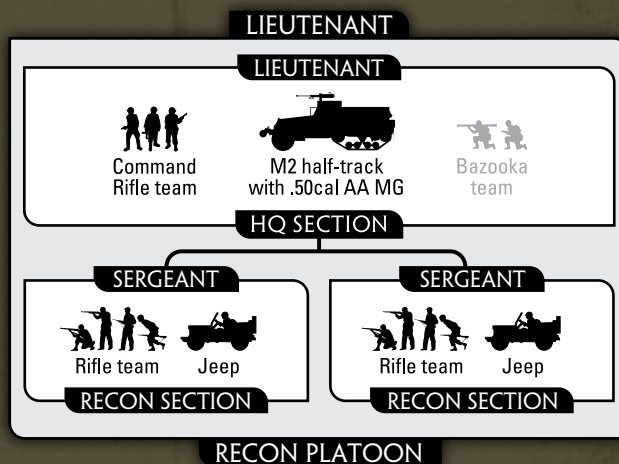
2 Recon Sections	75 points 	90 points 
1 Recon Section	55 points	65 points

OPTIONS

-  Add a Bazooka team for +15 points.
-  Add a Bazooka team for +20 points
- Arm any or all Jeep teams with an AA MG for +5 points per jeep team.

DISMOUNT

- Remove all vehicles from the platoon for -5 points.





Recon Platoons are Reconnaissance Platoons.

A Recon Platoon that is Dismounted uses the Task Force Riders special rule on page 9.



ARMORED MACHINE-GUN PLATOON

PLATOON

HQ Section with:

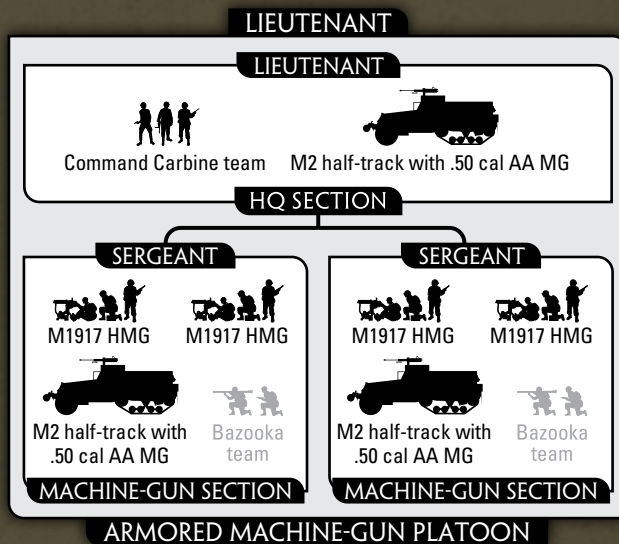
2 Machine-gun Sections	140 points 	155 points 
1 Machine-gun Section	75 points	85 points

OPTIONS

-  Add a Bazooka team to any or all Machine-gun Sections for +15 points per Bazooka team.
-  Add a Bazooka team to any or all Machine-gun Sections for +20 points per Bazooka team.

DISMOUNT

- Remove all vehicles from the platoon for -5 points per M3 half-track.





Armored Machine-gun Platoons may make Combat Attachments to Combat Platoons.

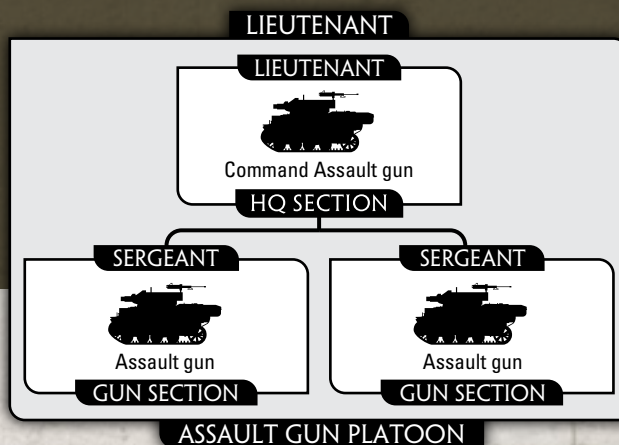
Armored Machine-gun Platoons that are Dismounted use the Task Force Riders special rule on page 9.

ASSAULT GUN PLATOON

PLATOON

3 M8 Scott HMC	120 points 	135 points 
2 M8 Scott HMC	80 points	90 points
3 M4A3 (105mm)	190 points	210 points
2 M4A3 (105mm)	125 points	140 points

Most battalions use the M8 Scott, mounting a 75mm howitzer on a M5 light tank chassis. Others have 'acquired' powerful M4A3 (105mm) assault guns for extra firepower.





THE LUCKY 38TH

THE US 38TH CAVALRY SQUADRON

The 38th Cavalry Reconnaissance Squadron (Mechanized), also known as the 'Lucky 38th', was formed on 15 November 1942 with a cadre of 400 men pulled from the 1st Cavalry Division, the 2nd Armored Division, and the Cavalry Replacement Training Center. The squadron spent the next year training in Texas at Fort Bliss and Camp Maxay. The squadron embarked on the *Queen Mary* and arrived in England on 20 November 1943. Over the next few months, they trained and prepared for the invasion of France.

NORMANDY

The 38th Cavalry Squadron arrived on Omaha Beach on 12 June (D+6), 1944 and immediately went into the line with the 1st Infantry Division. The unit fought with distinction in the battles for Caumont, St. Lô, and Tinchebray. Often the squadron would serve as the glue bonding the US First and the British Second Armies together. During the risky but successful rush to Tinchebray, the squadron first earned its nickname: "The Lucky 38th". Their high-speed rush proved impervious to enemy artillery fire coming down on them. Heedless of German ambushes, the 38th was the first unit to reach Tinchebray and forced the Germans out.

PARIS

On 25 August 1944, the 38th Cavalry Squadron became one of many to claim the honour of being the first American unit to enter Paris. Nevertheless, the French were ecstatic to see the Americans, and the cavalrymen were swamped by hysterical crowds streaming into the streets. The next week in Paris was spent securing and investigating intelligence. This also proved to be one of the happiest weeks in the squadron's history due to the welcome provided by the French people. The "Lucky" tradition of the squadron continued to grow.

BELGIUM

On 3 September 1944, the 38th Squadron was back in action, arriving at the Meuse River to discover that all of the bridges across the river were already destroyed. The 38th forced a crossing of the river with assault boats and used their M8 Greyhounds to tow the squadron's jeeps across the river. The 38th Squadron fought various actions across Belgium and by 14 September they found themselves facing the Siegfried Line, north of Krewinkel.

Like most of the US Army in September, the 38th paused and switched to defensive positions while the new offensives were planned. They dismounted and took up a section of the line around Monshau, linking the 1st and 9th Infantry Divisions.

BATTLE OF THE BULGE

On 16 December 1944, the German winter offensive through the Ardennes began. The dismounted cavalrymen put up a stubborn defence and formed the cornerstone of the northern shoulder of the 'Bulge'. The squadron received reinforcements from the 146th Combat Engineer Battalion, the 186th Field Artillery Battalion, and some tank destroyers to support the defences. The 38th was hard-pressed by German regulars and SS attacking their sector. In addition, German *Fallschirmjäger* landed behind their positions and caused chaos to the squadron from the rear. Still, the cavalry and attached units held the line until relieved by the 47th Infantry Regiment of the 9th Infantry Division.

SEIGFRIED LINE TO VICTORY

By the end of January 1945, the 38th Cavalry Squadron returned to the Monschau area in preparation for the assault against the Siegfried Line. The attack was delayed until

March 1945 due to the Germans destroying the Ruhr River dams and flooding the basin. During the lull, the squadron's light tank company (F Troop) received new M24 Chaffee light tanks to replace their aging M5A1 Stuart tanks. The troop then gave up its nine remaining M5A1 Stuart tanks to the squadron's reconnaissance troops, who used them to replace M8 Greyhound losses in their patrols.

The attack across the Ruhr basin was finally launched on 2 March 1945. The 38th was combined with the 2nd Ranger Battalion and the 62nd Armored Field Artillery Battalion for the attack. The squadron's first action was to take the Kermeter Peninsula on the Rur River (not to be confused with the Ruhr River). The Germans had pulled back into the peninsula to fortified positions. The squadron secured the peninsula and US Army Combat Engineers threw a bridge across the river.

On 4 March, the squadron jumped across in pursuit of the German defenders. Moving through Heimbach, Vlatten, and into Herrgarten, the squadron ran into resistance on a

hill east of town. The Rangers completed a marching attack to take the hill and destroy the Germans holding it. The battle lasted under two hours.

The following day, the squadron advanced 10 miles and encountered a German party of about 100 men laying a minefield across the road. The quick action of the squadron and supporting artillery units forced the Germans to break off and retreat before they could complete their task. The attack continued the next day and on 6 March, the town of Iversheim was secured. Between 7–10 March 1945, the 38th Cavalry Squadron and the Rangers provided flank cover for the 78th Infantry Division's drive to Kreuzberg and Altenahr.

With Altenahr secured, the 38th Cavalry Reconnaissance Squadron's combat role ended. The final march into Germany saw a dispirited and broken enemy, and no further major engagements followed. The Lucky 38th ended their war near Leipzig, Germany. The distance travelled by the squadron from Omaha Beach to Leipzig was over 1100 kilometres (700 miles) and it took them 329 days to get there.

HIGHWAY TO VICTORY

During the 1930s the Nazi party presented itself as a modernizing force in Europe. Part of that effort was implementing a plan to produce a massive highway system for motorised vehicles. The fact that such a network would greatly help a mechanised army was certainly considered as well. The network became known as the *Reichsautobahn* and work started in 1933. By the time WWII overtook the construction efforts in 1941, over 3800 km (2370 miles) had been completed.

The roads were wide, straight, and strong to facilitate moving heavy equipment and traffic across it. However, contrary to the visions of its creators, as the war progressed the German army lacked sufficient vehicles to utilise the *Autobahn* efficiently in the closing years of the war. Instead, in a twist of fate, the Allies used the completed portions to move their armies into the heart of Germany itself.

The Reichsautobahn - 1941 Germany's Highways



CAVALRY RECON TROOP

MECHANISED COMPANY

MOTIVATION AND SKILL

A Cavalry Recon Troop from the 3rd Armored Division is rated **Reluctant Veteran**.

A Cavalry Recon Troop from the 9th Armored Division is rated **Confident Veteran**.

3 3RD ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

9 9TH ARMORED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



Cavalry Recon Troop HQ **25**

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 from the 3rd Armored Division (marked **3**), or the 9th Armored Division (marked **9**). All other platoons marked with either of these divisional symbols must be from the same division as your Company HQ.

COMBAT PLATOONS

RECONNAISSANCE



3 Armored Recon Platoon **25**

9 Cavalry Recon Platoon **26**

RECONNAISSANCE



3 Armored Recon Platoon **25**

9 Cavalry Recon Platoon **26**

RECONNAISSANCE



3 Armored Recon Platoon **25**

9 Cavalry Recon Platoon **26**

WEAPONS PLATOONS

ARMOUR



Light Tank Platoon **15**

ARMOUR



Light Tank Platoon **15**

ARTILLERY



Cavalry Assault Gun Battery **28**

SUPPORT PLATOONS

ARMOUR



Tank Platoon **12**

Tank Destroyer Platoon **27**

ARMOUR



Tank Platoon **12**

Light Tank Platoon **15**

INFANTRY



Armored Rifle Platoon **19**

Rifle Platoon **29**

Battleworn Rifle Platoon **29**

Engineer Combat Platoon **30**

Ranger Platoon **31**

INFANTRY



Armored Rifle Platoon **19**

Rifle Platoon **29**

Battleworn Rifle Platoon **29**

Ranger Platoon **31**

ARTILLERY



Armored Field Artillery Battery **37**

ARTILLERY



Armored Field Artillery Battery **37**

Field Artillery Battery **38**

ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon **32**

AIRCRAFT



Air Support **33**

AOP





Air Observation Post **33**

HEADQUARTERS


CAVALRY RECON TROOP HQ

HEADQUARTERS

Company HQ with:

2 M8 Greyhound	 75 points	 85 points
----------------	---	---


OPTION

-  Replace any or all M8 Greyhound armoured cars with M5A1 Stuart tanks for +15 points per tank.


Teams from the Cavalry Recon Troop HQ are Recce teams.

The US Cavalry, as in times past, are the division's reconnaissance asset. Recently some platoons have replaced their

CAPTAIN



Company Command
M8 armoured car



2iC Command
M8 armoured car

COMPANY HQ



CAVALRY RECON TROOP HQ

M8 Greyhound armoured cars with more capable M5 light tanks. These tanks have been released from F Troop now that it has been equipped with the new M24 Chaffee. This provides a better covering vehicle for the scouting jeeps.

COMBAT PLATOONS

ARMORED RECON PLATOON

PLATOON

2 Armored Recon Patrols	 230 points	 -
1 Armored Recon Patrol	115 points	-

OPTION

- Equip any or all Jeeps with a Hull MG for +5 points per jeep.

DISMOUNT


Before deployment you may choose to dismount all of your Armored Recon Platoons. If you do this, all of the Armored Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any three of the following teams for each Patrol:


- Carbine teams
- up to one M1919 LMG team per Armored Recon Patrol.
- up to two M2 .50 cal MG team per Armored Recon Patrol.
- up to one Bazooka team per Armored Recon Patrol.
- up to one M2 60mm mortar team per Armored Recon Patrol.

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.


LIEUTENANT




Command M8 armoured car



M8 armoured car




Mortar Jeep




Recon Jeep

ARMORED RECON PATROL


SERGEANT




Command M8 armoured car



M8 armoured car



Mortar Jeep



Recon Jeep

ARMORED RECON PATROL

ARMORED RECON PLATOON

Armored Recon Patrols from Armored Recon Platoons operate as separate platoons, each with their own Command team.

Armored Recon Patrols are Reconnaissance Platoons.

As the 3rd Armored Division's integral recon element, the 83rd Reconnaissance Battalion has an older organisation, which is slightly different than other cavalry outfits. Their service has been instrumental in the Spearhead Division's advances across Europe.



CAVALRY RECON PLATOON

PLATOON

	3	9
3 Cavalry Recon Patrols	-	270 points
2 Cavalry Recon Patrols	-	180 points
1 Cavalry Recon Patrol	-	90 points

OPTIONS

- Replace any or all M8 Greyhound armoured cars with M5A1 Stuart tanks for +15 points per tank.
- Equip any or all Jeeps with a Hull MG for +5 points per jeep.

DISMOUNT

Before deployment you may choose to dismount all of your Cavalry Recon Platoons. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

- Carbine teams
- M1919 LMG teams
- up to one M2 .50 cal MG team per Cavalry Recon Patrol.
- up to one Bazooka team per Cavalry Recon Patrol.
- up to one M2 60mm mortar team per Cavalry Recon Patrol.

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

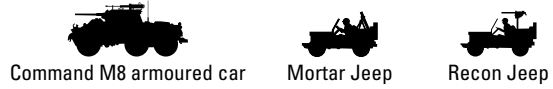
LIEUTENANT

LIEUTENANT



CAVALRY RECON PATROL

SERGEANT



CAVALRY RECON PATROL

SERGEANT



CAVALRY RECON PATROL

CAVALRY RECON PLATOON

Cavalry Recon Patrols from Cavalry Recon Platoons operate as separate platoons, each with their own Command team.

Cavalry Recon Patrols are Reconnaissance Platoons.

With F Troop getting the new M24 light tank, some units, like the 38th Cavalry Squadron, have replaced their M8 Greyhounds with M5A1 Stuart light tanks. These give the patrols more off-road capability and better overhead protection, which is essential when checking out German villages and towns.

WEAPONS PLATOONS

CAVALRY ASSAULT GUN BATTERY

PLATOON

	3	9
6 M8 Scott HMC	240 points	270 points
4 M8 Scott HMC	160 points	180 points
2 M8 Scott HMC	80 points	90 points

The squadron's assault gun battery provides mobile fire support. Keep them close to help your recon platoons break contact and flank a tough position. Their smoke and high-explosive shells are very useful for disengaging in the face of a superior enemy. The speed of its M5 Stuart chassis makes rapid repositioning of the M8 Scott battery possible.

LIEUTENANT

LIEUTENANT



HQ SECTION

SERGEANT



GUN SECTION

SERGEANT



GUN SECTION

CAVALRY ASSAULT GUN BATTERY

US SUPPORT

MOTIVATION AND SKILL

The US Army is entering Germany itself. The men are well experienced and have some of the world's best equipment. It's time to end this war! Unless otherwise noted, all support platoons are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

TANK DESTROYER PLATOON

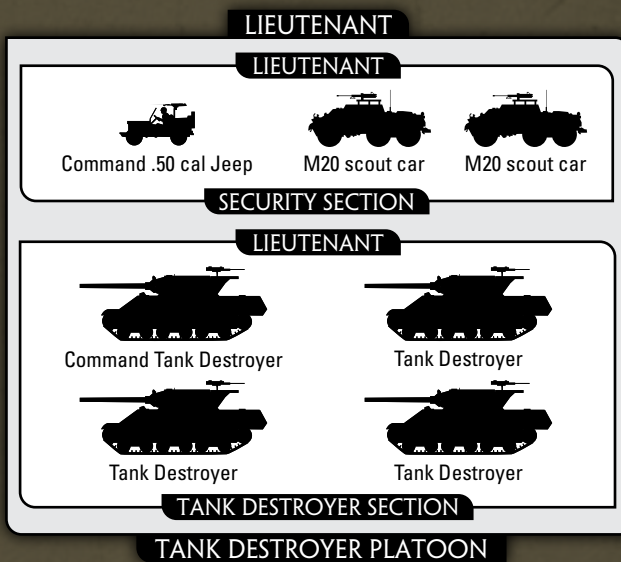
PLATOON

Security Section and Tank Destroyer Section with:

4 M36 90mm GMC	485 points
2 M36 90mm GMC	265 points
4 M36B1 90mm GMC	545 points
2 M36B1 90mm GMC	295 points
4 M18 Hellcat	410 points
2 M18 Hellcat	230 points
4 M10 3in GMC	405 points
2 M10 3in GMC	225 points

OPTIONS

- Replace any or all M10 3in GMC tank destroyers with M36 90mm GMC tank destroyers for +20 points per tank destroyer.
- Replace any or all M36 90mm GMC tank destroyers with M36B1 90mm GMC tank destroyers for +15 points per tank destroyer.



- Fit any or all tank destroyers with **Improvised Armour** for +5 points per tank.
- Upgrade all M10 3in GMC, M36 90mm GMC, or M36B1 90mm GMC tank destroyers with **Top Armour 1** for +5 points per tank.
- Add an additional **AA MG** to any or all tank destroyers for +5 points per tank.

Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.

Tank Destroyer platoons are central to our doctrine for destroying enemy armour. When our lead elements radio that they have contact with German panzers, we take our tank destroyers forward 'To Seek, Strike, and Destroy'.

Our tank destroyers have thin armour to make them fast and nimble on the battlefield. This means they should avoid

using brute force in stand-up fights, and opt for stealth and cunning instead. Send forward the scout cars to find an ambush position and deliver a devastating volley before the Germans even know they are there.

While building more 90mm tank destroyers, a shortage of M10 hulls has led our factories to substitute them with the M4A3 chassis instead. This has resulted in a tough hybrid, known as the M36B1. It's fast, better protected, and armed with a hull-mounted .30 cal machine-gun, making it an excellent support weapon.





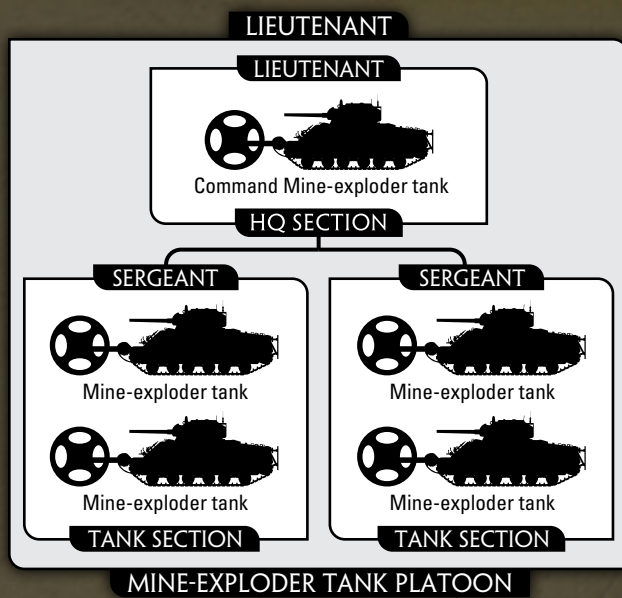
MINE-EXPLODER TANK PLATOON

PLATOON

5 Sherman Crab	200 points
4 Sherman Crab	160 points
3 Sherman Crab	120 points
5 T1E3 Aunt Jemima	200 points
4 T1E3 Aunt Jemima	160 points
3 T1E3 Aunt Jemima	120 points
4 M4 Sherman Crocodile	280 points
3 M4 Sherman Crocodile	210 points
2 M4 Sherman Crocodile	140 points

OPTION

- Replace up to three Sherman Crab tanks with T1E3 Aunt Jemima tanks at no cost.



A force with a Mine-exploder Tank Platoon Always Attacks (see page 257 of the rulebook).

Tanks from a Mine-exploder Tank Platoon are always Non-assaulting teams when involved in an assault.

FUEL TRAILER

M4 Sherman Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

*The 739th Tank Battalion (Mine Exploder) is ready to test its special equipment in combat. A Mine-exploder Tank Platoon is rated **Confident Trained**.*

CONFIDENT

TRAINED

The 739th Tank Battalion (Mine Exploder) was a specialist tank battalion equipped with engineering tanks. Their main job was to clear mines with chain flails or massive rollers. The mine-exploder tanks worked as a team. The flails were useful for clearing open ground off-road, while the rollers were useful for clearing paved or hard roads.

The 739th Tank Battalion (Mine Exploder) operates the only four M4 Sherman Crocodiles in the ETO. These were developed from the British Churchill Crocodile by adding a fuel trailer to an M4 Sherman. These Crocodiles supported the 29th Infantry and 2nd Armored Divisions during and following the Rhine crossings. They were well-liked and many more examples were requested, but the war ended before any more were built.



RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads	200 points
2 Rifle Squads	145 points

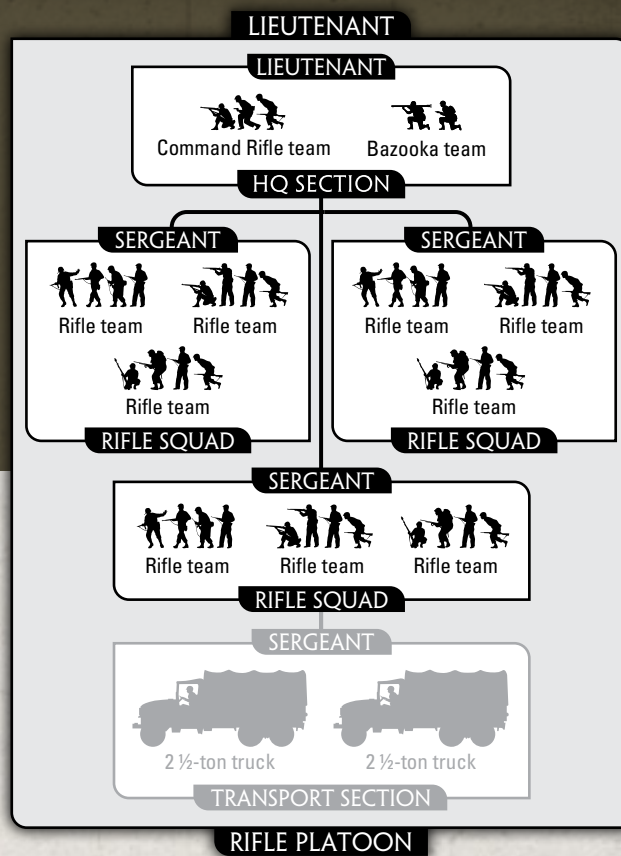
OPTIONS

- Replace Command Rifle team with a Command SMG team for +5 points.
- Replace up to one team in any or all Rifle Squads with a Bazooka team for +5 points per Bazooka team.
- Add a Transport Section to the platoon for +5 points.

A Rifle Platoon uses the Tank Force Riders special rule on page 9.

The infantry is the oldest and proudest arm of the United States Army. They are well-equipped to dig in and hold on. The M1 Garand semi-automatic rifle is the finest service rifle in the world and our men are scrounging every bazooka they can to tackle German tanks and gun nests.

In the final drive into Germany, our rifle battalions are making themselves motorised by using trucks, riding on the backs of tanks, and commandeering captured German vehicles.



BATTLEWORN RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads	155 points
2 Rifle Squads	110 points

OPTIONS

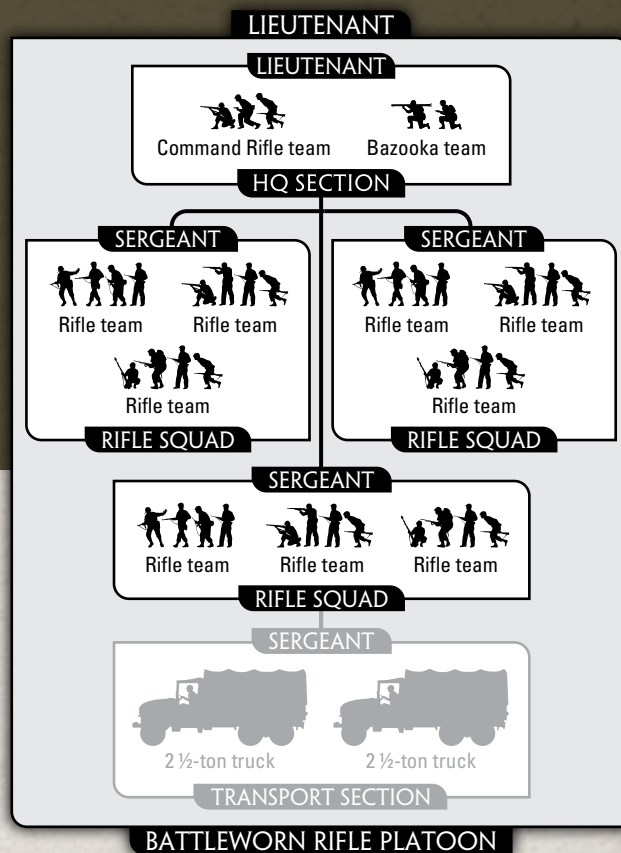
- Replace Command Rifle team with a Command SMG team for +5 points.
- Replace up to one team in any or all Rifle Squads with a Bazooka team for +5 points per Bazooka team.
- Add a Transport Section to the platoon for +5 points.

A Battleworn Rifle Platoon uses the Tank Force Riders special rule on page 9.

*A Battleworn Rifle Platoon is rated **Reluctant Veteran**.*

RELUCTANT VETERAN

Some of our infantry divisions have experienced this war for many exhausting months. While they will still fight, they'd rather let the new guys handle the heat for a while.



PROVISIONAL RIFLE PLATOON

PLATOON

HQ Section and Machine-gun Squad with:

3 Rifle Squads	225 points
2 Rifle Squads	175 points

OPTIONS

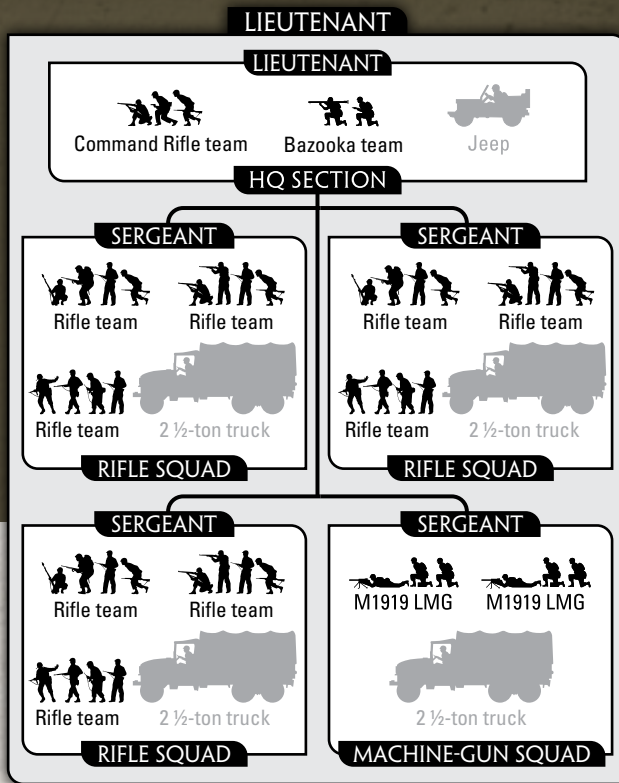
- Replace up to one Rifle Squad with a Mortar Squad equipped with two M2 60mm mortars for -5 points.
- Replace up to one Rifle team in any or all Rifle Squads with a Bazooka team for +5 points per Bazooka team.
- Add a Jeep and 2½-ton trucks for +5 points for the platoon.

A Provisional Rifle Platoon uses the Tank Force Riders special rule on page 9.

*A Provisional Rifle Platoon is rated **Fearless Trained**.*

FEARLESS | **TRAINED**

Our tank divisions are running low on manpower in their armoured rifle battalions. The solution is to form provisional rifle companies recruited from African American personnel



PROVISIONAL RIFLE PLATOON

from rear-echelon details. They are ready to do their part for the war effort and prove themselves capable fighters.

ENGINEER COMBAT PLATOON

PLATOON

HQ Section with Weapons Squad and:

2 Operating Squads	205 points
1 Operating Squad	155 points
No Operating Squads	110 points

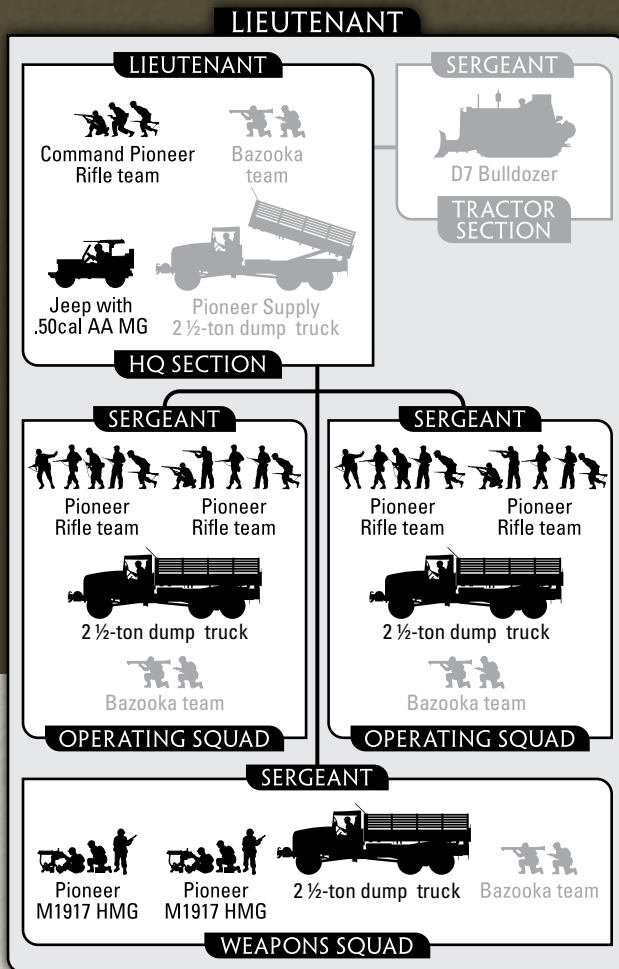
OPTIONS

- Add a D7 Bulldozer for +15 points, a turretless M4 Sherman dozer for +20 points, or an M4 Sherman dozer for +90 points.
- Add a Bazooka team to any or all Sections or Squads for +20 points per Bazooka team.
- Add a Pioneer Supply 2½-ton dump truck for +25 points.
- Replace all 2½-ton dump trucks with M3 half-tracks with AA MG for +5 points per half-track.

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

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

The engineers have the esprit de corps that comes from being specialists. It's the combat engineers they call for when there's a minefield to lift or a river that needs spanning.



ENGINEER COMBAT PLATOON

RANGER PLATOON

PLATOON

HQ Section with:

2 Ranger Sections	200 points
1 Ranger Section	130 points

OPTION

- Replace Command Rifle team with an Command SMG team for +5 points.

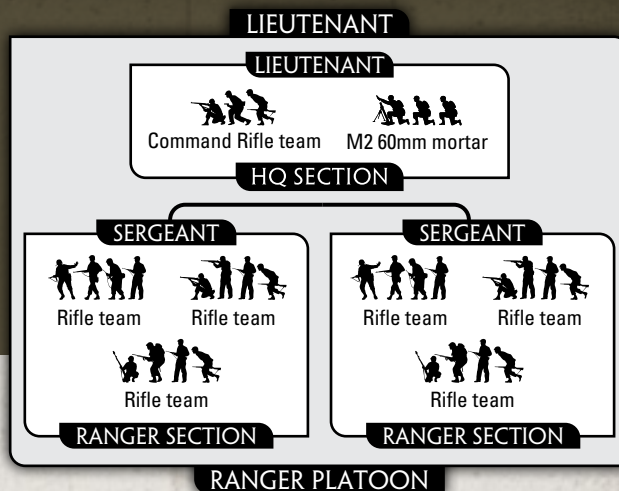
At the start of the game before Deployment you may replace teams (aside from the Command team) in each Ranger Platoon as follows:

- Replace up to one team per Ranger Section with a Bazooka team.
- Replace M2 60mm mortar with a Rifle team.

*The Rangers are the US Army's tried and true assault troops. A Ranger Platoon is rated **Fearless Veteran**.*

FEARLESS VETERAN

The US 2nd Ranger Battalion has been paired up with the 38th Cavalry Squadron as its infantry support. These two independent units are set to clear German resistance on the Rur River.



Know the Mission: Ranger Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

Get Tough! Ranger Infantry teams hit on a roll of 2+ in assaults.

No Obstacle Too Tough: Ranger Infantry and Man-packed Gun teams are Mountaineers (see page 61 of the rulebook).

Rangers Lead the Way: Ranger Infantry and Man-packed Gun teams may move *At the Double* (using Truscott Trot) through *Slow Going* and *Difficult Going* (but not through Obstacle fortifications).

ARMORED FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

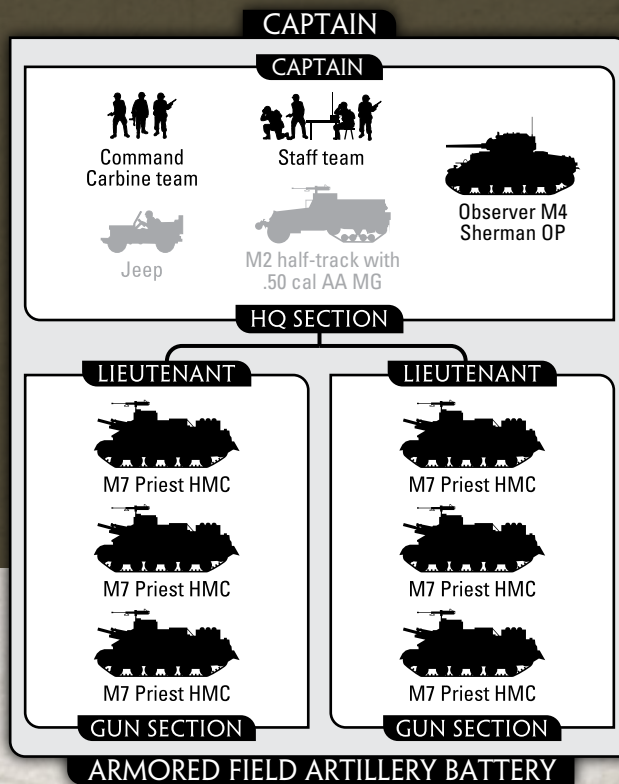
6 M7 Priest HMC	390 points
3 M7 Priest HMC	220 points

OPTIONS

- Add a Jeep and an M2 half-track with .50 cal AA MG for +5 points for the battery.
- Replace Jeep with an M2 half-track with AA MG for +5 points.
- Replace Observer M4 Sherman OP with an Observer M4A3 Sherman OP for +5 points, or an Observer M4A3 (late) Sherman OP for +15 points.

Observer Sherman OP tanks cannot launch assaults.

The US artillery is the best equipped in the world. Our M7 self-propelled howitzers bring the medium artillery swiftly to the battlefield and provide protection against counter-battery fire.



FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

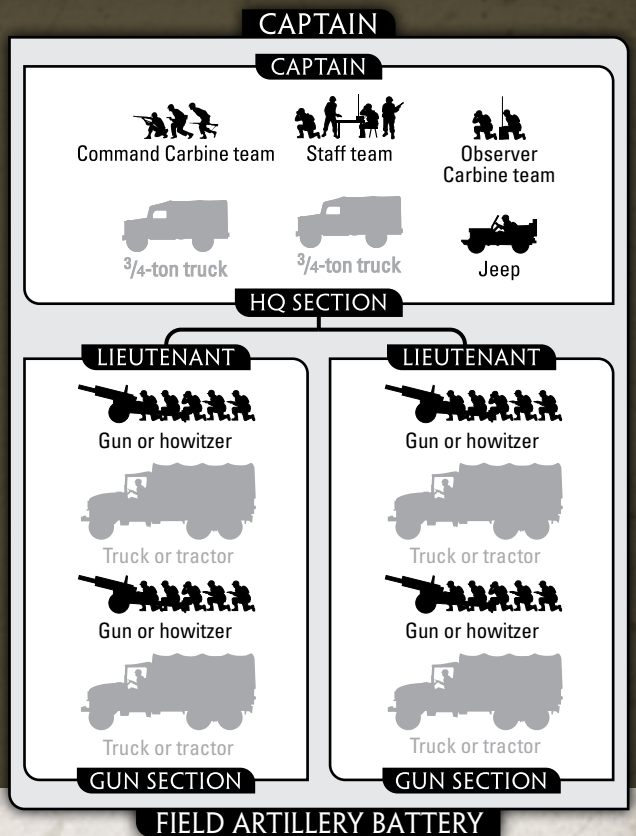
4 M2A1 105mm	185 points
2 M2A1 105mm	100 points
4 M1 155mm	275 points
2 M1 155mm	145 points
4 M1A1 Long Tom	325 points
2 M1A1 Long Tom	175 points

OPTIONS

- Add ¾-ton and 2½-ton trucks to a battery equipped with M2A1 105mm howitzers for +5 points.
- Add ¾-ton trucks and M5 high-speed tractors to a battery equipped with 155mm howitzers or guns for +5 points.
- Add .50 cal AA MG to any or all M5 high-speed tractors for +5 points per tractor.

You may not field a Field Artillery Battery unless you are also fielding an Armored Field Artillery Battery.

Corps and infantry divisional guns are on call to help overcome important targets, such as the bridge at Remagen. The long range of the 155mm howitzers and guns will help keep the Germans busy as our tankers secure the crossing.

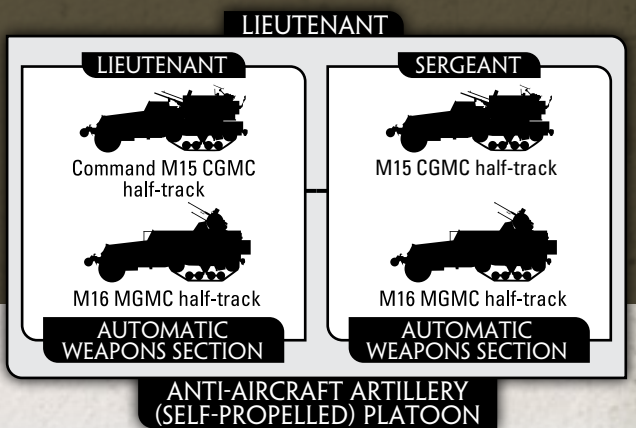


ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

PLATOON

2 M16 MGMC (Quad .50 cal) and 2 M15 CGMC (37mm)	200 points
1 M16 MGMC (Quad .50 cal) and 1 M15 CGMC (37mm)	100 points

The *Luftwaffe* is a shell of its former self. However, Germany continues to build exceptional aircraft, including the jet-powered Me 262 and Arado 234. Their high-speed attacks are hard to intercept by our fighter patrols, so the anti-aircraft artillery needs to be vigilant and break up these strikes.





AIR SUPPORT

PRIORITY AIR SUPPORT

P-47 Thunderbolt	190 points
P-38 Lightning	190 points

- Establish Close Air Support for +25 points.

LIMITED AIR SUPPORT

P-47 Thunderbolt	150 points
P-38 Lightning	150 points

OPTION

- Equip P-47 Thunderbolt or P-38 Lightning aircraft with 5" HVAR rockets in addition to their normal weapons for +30 points.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

AIR SUPPORT

CLOSE AIR SUPPORT

The battle for Germany has begun, and the close-support missions of the USAAF are there to help drive our troops on to victory.

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

Allied airpower has gained total air superiority and is the terror of the German Army. The unseasoned troops thrown into the *Wehrmacht* will often abandon their tanks as soon as they know the American 'Jabos' have found them. More seasoned troops will button up and sit out the sortie, effectively taking them out of the fight.

The P-47 Thunderbolts and P-38 Lightnings are equipped to deal with all targets. They carry a staggering array of wing- and nose-mounted guns to shoot up soft targets and troops caught out in the open, and an impressive weight of bombs or high-velocity rockets for heavier targets.

AIR OBSERVATION POST

AOP

L4 Grasshopper AOP	40 points
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One of the keys to the success of American artillery are the L4 Grasshopper utility observation aircraft that fly above the front line spotting for the field batteries.

The Air Observers are adept at spotting German ambush positions, which is essential as we drive into the German countryside. As skilled as the Germans are at the art of camouflage, the fresh disturbance of ground is harder to hide from the air than it is at ground level.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



L4 Grasshopper AOP

AOP

AIR OBSERVATION POST

US ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
M5A1 Stuart M6 37mm gun	Light Tank 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG. Stabiliser.
M24 Chaffee M6 75mm gun	Light Tank 32"/80cm	4 2	2 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabiliser.
MEDIUM TANKS					
M4 or M4A1 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone. Smoke, Stabiliser.
M4A3 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Tank telephone. Smoke, Stabiliser.
M4A3 Sherman (late) M3 75mm gun	Standard Tank 32"/80cm	7 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. Smoke, Stabiliser.
M4A1 (76mm) Sherman M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone. Stabiliser.
M4A3 (76mm) Sherman M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. Stabiliser.
M4A3E8 Easy Eight M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Smooth ride, Tank telephone, Wide tracks. Stabiliser.
UPARMoured TANKS					
Uparmoured M4A3 (late) M3 75mm gun	Standard Tank 32"/80cm	8 2	5 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone. Smoke, Stabiliser.
Uparmoured M4A3 (76mm) M1 76mm gun (late)	Standard Tank 32"/80cm	8 2	5 13	1 3+	Co-ax .50 cal MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone. Stabiliser.
Uparmoured M4A3E8 Easy Eight M1 76mm gun (late)	Standard Tank 32"/80cm	8 2	5 13	1 3+	Co-ax .50 cal MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone, Wide tracks. Stabiliser.
M4A3E2 Jumbo M3 75mm gun	Slow Tank 32"/80cm	12 2	8 10	2 3+	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos lead the way, Tank telephone. Smoke, Stabiliser.
M4A3E2 Jumbo (76mm) M1 76mm gun (late)	Slow Tank 32"/80cm	12 2	8 13	2 3+	Co-ax .50 cal MG, Hull MG, .50 cal AA MG, Jumbos lead the way, Tank telephone. Stabiliser.
HEAVY TANKS					
M26 Pershing M3 90mm gun	Standard Tank 32"/80cm	10 2	6 14	2 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone. Smoke.
T26E4 Super Pershing T15E1 90mm gun	Slow Tank 40"/100cm	13 2	6 16	2 3+	Co-ax MG, Hull MG, .50 cal AA MG, Overloaded, Tank telephone. Smoke.
SUPPORT TANKS					
M4 81mm MMC M1 81mm mortar Firing Bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	Hull mounted, Smoke, Portee, Minimum range 8"/20cm. Smoke bombardment.
M8 Scott HMC M1A1 75mm howitzer Firing bombardments	Light Tank 16"/40cm 64"/160cm	3 2 -	2 6 3	0 3+ 6	.50 cal AA MG. Smoke.

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
M4A3 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo.
<i>M4 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Slow traverse, Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	
M4A3 (105mm) HVSS	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Wide tracks.
<i>M4 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Slow traverse, Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	

TANK DESTROYERS (SELF-PROPELLED)

M20 Scout car	Jeep	1	0	0	.50 cal AA MG.
.50 Cal Jeep	Jeep	-	-	-	.50 cal AA MG.
M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
M18 Hellcat GMC	Light Tank	2	0	0	.50 cal AA MG.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	
M36 90mm GMC	Standard Tank	4	2	0	.50 cal AA MG, Detroit's finest.
<i>M3 90mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
M36B1 90mm GMC	Standard Tank	5	3	0	Hull MG, .50 cal AA MG, Detroit's finest.
<i>M3 90mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	

ENGINEERING TANKS

M4 Sherman Crocodile	Standard Tank	6	3	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
<i>Crocodile flame-gun</i>	<i>6"/15cm</i>	<i>5</i>	<i>-</i>	<i>5+</i>	<i>Hull mounted, Flame-thrower, Fuel trailer.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, .50 cal AA MG, Mine flail, Overloaded.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
T1E3 Aunt Jemima	Slow Tank	7	4	1	Co-ax MG, .50 cal AA MG, Mine roller, Overloaded.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>

ARTILLERY (SELF-PROPELLED)

T34 Calliope	Standard Tank	6	4	1	Co-ax MG, Hull MG.
<i>T34 Calliope rocket launcher</i>	<i>48"/120cm</i>	<i>-</i>	<i>2</i>	<i>5+</i>	<i>Rocket launcher, Saturation bombardment, Sixty rockets.</i>
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke bombardment.</i>
M4 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
M4A3 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
M4A3 Sherman (late) OP	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>

ANTI-AIRCRAFT

M16 MGMC (Quad .50 cal)	Half-tracked	1	0	0	
<i>M45 quad .50 cal gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Anti-aircraft.</i>
M15 CGMC (37mm)	Wheeled	1	0	0	
<i>M15 37mm combination mount</i>	<i>24"/60cm</i>	<i>4</i>	<i>5</i>	<i>4+</i>	<i>Anti-aircraft.</i>

RECONNAISSANCE

M8 armoured car	Wheeled	1	0	0	Co-ax MG, .50 cal AA MG, Recce.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
Recon Jeep	Jeep	-	-	-	AA MG, Recce.
.50 Cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Mortar Jeep	Jeep	-	-	-	Recce.
<i>M2 60mm mortar</i>	<i>24"/60cm</i>	<i>2</i>	<i>1</i>	<i>3+</i>	<i>Hull mounted, Portee, Minimum range 8"/20cm.</i>
<i>Firing Bombardments</i>	<i>32"/80cm</i>	<i>-</i>	<i>1</i>	<i>6</i>	

VEHICLE MACHINE-GUNS

Vehicle MG	<i>16"/40cm</i>	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	<i>16"/40cm</i>	3	4	5+	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6	ROF 2 when Pinned Down or Moving.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 3 when Pinned Down or Moving.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1 57mm gun (late)	Medium	24"/60cm	3	10	4+	Gun shield.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.
M1A1 Long Tom	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		104"/260cm	-	5	2+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton, GMC 1½-ton, or GMC 2 ½-ton truck	Wheeled	-	-	-	
M5 high-speed tractor	Standard Tank	-	-	-	Optional .50 cal AA MG.

ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
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RECOVERY AND ENGINEER VEHICLES

M31 TRV recovery vehicle	Standard Tank	5	3	0	Recovery vehicle.
M32 TRV recovery vehicle	Standard Tank	6	4	0	Recovery vehicle.
Turretless M4 Sherman dozer	Standard Tank	6	4	0	Bulldozer, May assault bunkers.
D7 Bulldozer	Very Slow Tank	-	-	-	Bulldozer, May assault bunkers.
Pioneer Supply 2 ½-ton Dump truck	Wheeled	-	-	-	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	Optional.
P-47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	Optional.

PAINING AMERICANS

US TANKS



VEHICLE MARKINGS

US vehicles were issued with standard markings, including recognition stars and serial numbers stencilled on the side, near the rear of the hull and divisional markings on the front and rear.

After that, it was up to crews to personalise their tanks. Many stencilled names for their tank along the side of the hull. These names were not without a sense of humour, such as 'Sloppy Joe' and 'Laxative'. Occasionally, an artistic crew member would grace the tank with a cartoon figure or some other type of "nose art" similar to what you would see on aircraft. Many of these names would be inherited by new vehicles when the older ones were destroyed or worn out.



ARMORED RIFLE INFANTRY





The American armoured divisions cross the Rhine and boldly strike for the heart of Germany.



US forces clear nests of resistance filled with the Fatherland's most fanatical defenders.





German artillery shell the Remagen bridgehead until they are finally overrun by riflemen of the US Army.



Tank and infantry task forces clear roadblocks and ambushes along Germany's *Reichsautobahn* highway network.



THE BATTLE FOR THE RHINE

The River Rhine has protected the German heartland from invaders since the 10th Century. Not since the time of Napoleon had the Rhine been crossed by an invading army, so in 1945 it remained both in the eyes of German and Allied leaders the most substantial defensive obstacle left between the two armies. The Germans started fortifying the region after the Allied invasion in Normandy. By combining new fieldworks with old fortifications like the Maginot Line and the Westwall, the Germans turned the Rhineland into a strong defensive line that would delay the Allies for weeks. By March 1945, the Allies had battered their way through to the west bank of the Rhine and the only things standing in their way to the heart of Germany, were the Rhine itself and the German Army Command West.

DEFENDING THE RHINE

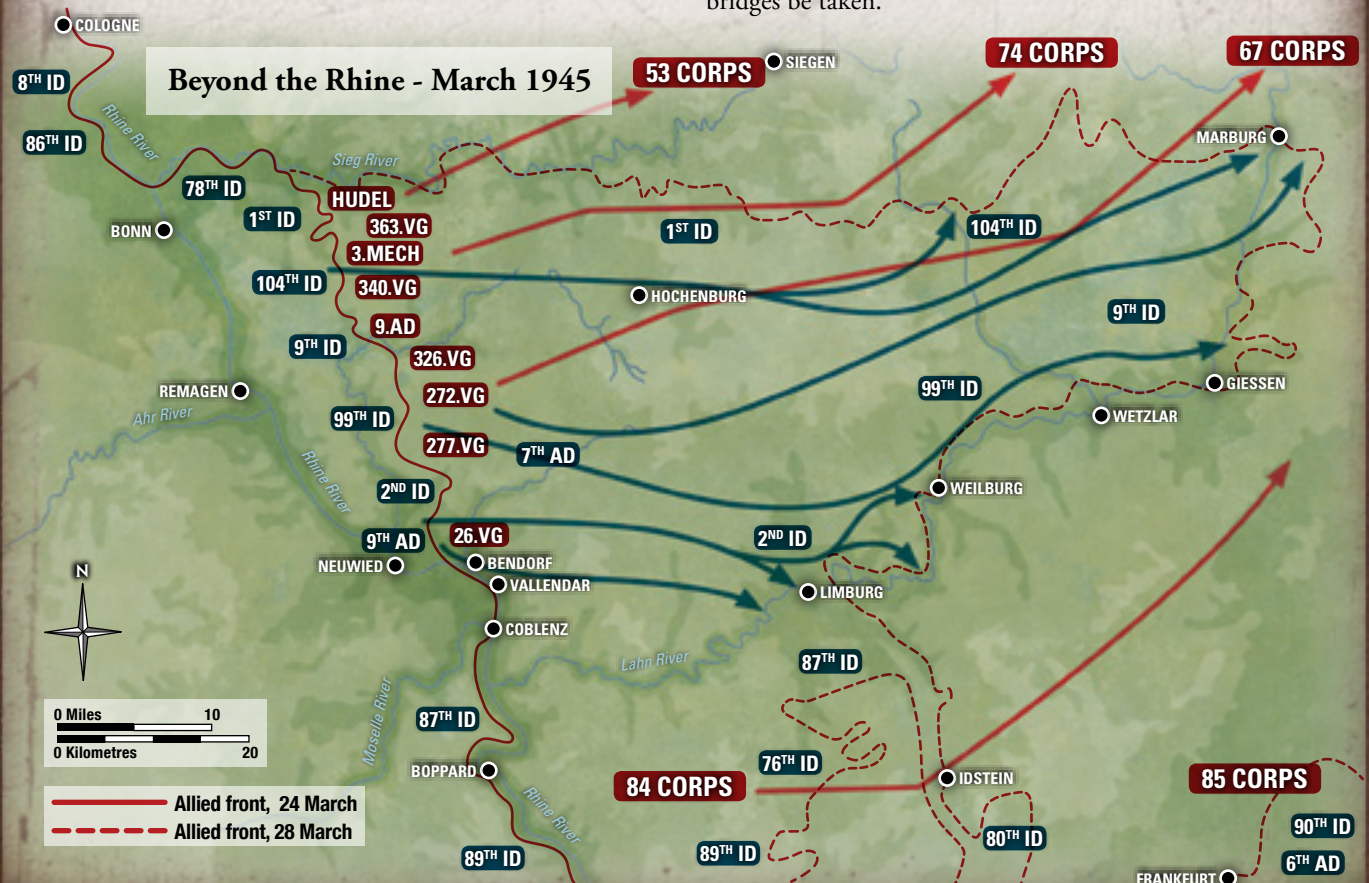
Army Command West, led by *Generalfeldmarschall* Gerd von Rundstedt, defended the river with its three army groups. Army Group H was situated in the North, opposite the British 21st Army Group. Army Group B was commanded by *Feldmarschall* Walter Model and defended the centre of the line around Germany's essential industrial region in the Ruhr valley. Army Group G was located in the south and commanded by *SS-Gruppenführer* Paul Hausser.

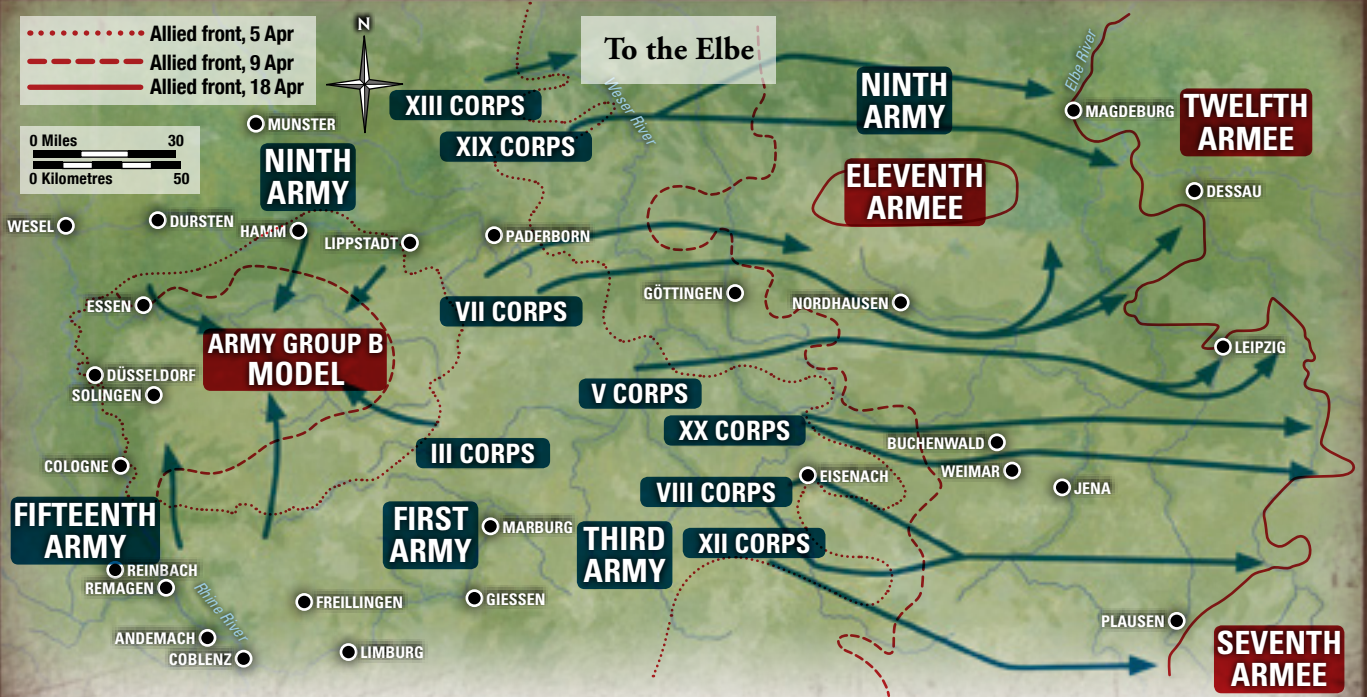
Von Rundstedt's ability to defend the Rhine was limited,

considering the losses sustained by the army during the Ardennes and Alsace winter offensives. The panzer divisions that were expected to repel Allied penetrations had either been shifted east to fight the Soviets or were exhausted. Most divisions lacked both the manpower and fuel to effectively counter Allied incursions across the Rhine. The Panzer Lehr Division, which was once lavishly equipped, was now reduced to around 300 men and only 15 tanks. Furthermore, almost all reinforcements were being sent east to deal with the Soviets who were now within 50 miles of Berlin after their Vistula-Oder Offensive.

Units like the *Volkssturm* were organised and sent to the front lines to make up for manpower shortages in the regular army. These militia units were drawn from men who were previously deemed not fit for service, including old men (many of whom were veterans of World War I) and young boys, aged 13-18. These militia units were dug-in along the riverbanks of the Rhine and made up a major component of the area defences.

The Germans were determined not to let any of the bridges over the Rhine fall into enemy hands and made sure that each of the bridges was ready to blow at a moment's notice. German commanders wanted these bridges to remain open as long as possible in order to evacuate troops fleeing the Allied onslaught, but Hitler demanded that none of these bridges be taken.





REMAGEN

The first Allied crossing of the Rhine occurred at the Ludendorff Railway Bridge near the city of Remagen. This bridge was busy with German soldiers retreating when the US 9th Armored Division stumbled upon it on 7 March. Despite German attempts to destroy it, the bridge still stood long enough for Allied soldiers to establish a bridgehead.

All available German formations were committed to the battle including Jagdtiger and Jagdpanther heavy tank-hunters from *Schwere Kampfgruppe Hudel*, the 9th and 11th Panzer Divisions, and Panzer Lehr Division. Infantry formations, including a number of *Volksgrenadier* (People's Infantry) divisions, also attacked. After several weeks, the Americans still held their foothold across the Rhine and prepared to break out. The American success at Remagen led Hitler to dismiss von Rundstedt and appoint Albert Kesselring as the leader of Army Command West.

Although Kesselring had performed admirably in Italy, he had little time and few resources to stop General George Patton's US Third Army crossing the Rhine at Nierstein and Oppenheim during the night of 22 March. The Americans continued to expand their bridgeheads, while the Germans offered sporadic resistance.

BREAKOUT

By late March, the Allies had bridgeheads into each German Army Group and were ready to break out. Model's Army Group B was stuck between the British 21st Army Group in the North and the American 12th Army Group in the South, with most of their defences still facing the American bridgehead at Remagen. Model positioned his troops this way expecting that the Americans would drive north from their bridgehead. In reality the US First Army struck due east, bypassing Model's troops altogether, then swung north and met the US Ninth Army to close the trap. On 1 April, the encirclement of Army Group B was completed at Lippstadt. The encirclement of Army Group B would come to be known as the Ruhr Pocket, and inside were 430,000 German troops—the remnants of 21 divisions. A fierce hold-out by *SS-Panzerbrigade Westfalen* at Paderborn drew in a lot of Allied troops to deal with what would become known as 'Bazooka Town', owing to the fanatical defence using panzerfaust anti-tank launchers and a resolute dedication to the Fatherland.

Despite the defence of Paderborn, by 21 April there was no longer any resistance in the Ruhr Pocket. Walter Model commented that a field marshal does not surrender, went out into the woods alone, and shot himself. With the pocket eliminated, the US Army dashed for the Elbe River to meet the troops of the Soviet Union.





512. SCHWERE PANZERJÄGER ABTEILUNG

512TH HEAVY TANK HUNTER BATTALION

Much was expected of the new *512. Schwere Panzerjäger Abteilung* (512th Heavy Tank-hunter Battalion) and its massive Jagdtiger tank-hunters. The battalion was led by Major Walter Scherf, who personally chose his first two company commanders. Leading the first company was *Oberleutnant* (1st Lieutenant) Albert Ernst, a veteran tank-hunter commander. The second company commander was the legendary *Oberleutnant* Otto Carius, who had just recovered from being wounded on the Eastern Front.

TRAINING

Each of the three companies received roughly one week of training in their tanks. *2. Kompanie* (2nd Company), under Carius, was the first to complete its training and encountered problems. The men had only fought in turreted vehicles and had trouble adjusting to the fixed main gun of a *Panzerjäger*. As a result, the company's confidence was quite low. In contrast, Ernst's *1. Kompanie* was drawn from veteran *Panzerjäger* units. The men took to the Jagdtiger both quickly and enthusiastically, fully appreciating its thick armour and powerful gun.

Like *2. Kompanie*, the third company's personnel were drawn from regular tank formations. Their vehicles were delayed by air raids and they ended up only receiving five of their ten allotted vehicles. As such, they spent their time fighting alongside various units in the Paderborn area and would never link up with the rest of the unit.

With the Allies' advance to the Rhine, each company was shipped off to the front as soon as their brief training was complete. This meant that the companies of *512. Schwere Panzerjäger Abteilung* never fought as a unified command.

2. KOMPANIE GOES TO WAR

On 7 March 1945, the Americans captured the Ludendorff Bridge at Remagen and established a bridgehead. The Germans counterattacked with several units, including Carius's *2. Kompanie*. On 21 March, the five Jagdtigers of the company, which reached the assembly area, combined with *506. Schwere Panzer Abteilung* and *654. Schwere Panzerjäger Abteilung* to form *Schwere Panzergruppe Hudel*.

On 24 March, *Schwere Panzergruppe Hudel* launched its counterattack against the north end of the bridgehead. The Americans were well-reinforced, so the assault only advanced a few kilometres. The next day, the US launched Operation Voyage as the southern arm of a pincer aimed at enveloping Model's Army Group B. Realizing the danger, Model assigned *2. Kompanie* to block the Americans at Siegen.

On 3 April, Carius got the first kill for the unit when he knocked out a Sherman on the southern outskirts of the city, but the situation in Siegen was deteriorating. On 4 April, Model ordered the company to Unna. However, the US advance was so fast that the rail network was unsafe and no railway personnel were willing to accept responsibility for the Jagdtigers. So *2. Kompanie* took over the locomotives and pressed on.

At Unna, five Jagdtigers were covering the northern approaches to the city, while two others were hidden in a cemetery covering the Ruhr highway. On 8 April, an American armoured column began to advance up the highway. The ideally-placed Jagdtigers opened fire. Several American vehicles began to burn and the advance turned into a rout. The Jagdtigers destroyed over 20 armoured vehicles and delayed the American advance for a day.

KAMPFGRUPPE ERNST

Following training, *1. Kompanie* embarked for Siegen. On 28 March, US tanks were advancing on their position. *Oberleutnant* Ernst ordered a halt, the travel locks were released, and the unit sprang into action, ripping apart the lead Sherman. The Americans fired back but only managed to rip some of the camouflage netting from the Jagdtigers.

The Americans continued their attacks toward Siegen, but the experienced *Panzerjäger* crews were holding the high ground in well-chosen positions. Over the next three days, *1. Kompanie* destroyed over 30 vehicles and delayed the American advance.

In recognition of his company's success, Albert Ernst was promoted to *Hauptmann* (Captain). His force was expanded into a *Kampfgruppe* (battle group) with the addition of four StuG G assault guns, four Panzer IV tanks, and four Flakpanzer anti-aircraft tanks.

Now encircled by US forces, Model ordered all Jagdtigers in the vicinity of Unna to break out. On 11 April, the company took up positions behind a crest of the hill near a crossroads. American columns soon appeared along both of the roads. The US advance was casual because most Germans were simply surrendering to them rather than engaging, so when the unit opened fire the effect was devastating. As a result, American vehicles were burning all over the valley.

The American columns didn't return fire and instead called for air support. The air attack was met by the Flakpanzers, destroying at least two fighters at the cost of one Jagdtiger. The battlegroup withdrew after destroying over 50 US vehicles.

TO THE BITTER END

At Unna, American reconnaissance failed to detect Carius's *2. Kompanie*, and on 11 April, the Jagdtigers destroyed several American tanks in the same engagement being fought by *Kampfgruppe Ernst*. Carius then redeployed his company across the Ruhr River on 12 April. The Jagdtigers once again blunted the American advance, but German resistance had entirely fallen apart. Realizing the war was lost, Carius ordered his six remaining Jagdtigers blown up and said goodbye to his men on 15 April.

Ernst's battle group also crossed the Ruhr River on 12 April to defend an airfield near Deilinghofen. Ernst skilfully placed his Jagdtigers in positions around the town. As expected, the Americans moved to secure the airfield, but were repulsed at extreme range by the Jagdtigers. The tank-hunters repulsed another attack the next day, but all other German units, apart from Ernst's men, surrendered.

Ernst withdrew on 14 April to Iserlohn, where he was ordered to report to a furious General Buchs, commander of the region. Iserlohn was surrounded and burning from enemy attacks, but when Ernst suggested that Buchs discuss terms with the Americans he was arrested. Ernst escaped and, against the advice of his men, returned to General Buchs to try one last time to convince him. When he arrived, General Buchs had fled. Ernst took command, and on the morning of 16 April, he negotiated a surrender.

In the end, the 25 Jagdtigers of *512. Schwere Panzerjäger Abteilung* destroyed over 150 Allied tanks and vehicles. Only one in five Jagdtigers lost was actually to enemy fire, and many of those would have been recoverable in more favourable conditions.

512. SCHWERE PANZERJÄGER ABTEILUNG SPECIAL RULES

A *512. Schwere Panzerjägerkompanie* uses all of the German special rules on pages 241 to 245 of the rulebook (except for *Kampfgruppe*). In addition, it also uses the following special rules.

TAILOR MADE BATTLEGROUP

The shrinking frontline meant that local forces were swept up into ad-hoc battlegroups to defend against attacks.

A 512. Schwere Panzerjägerkompanie does not use the German Kampfgruppe special rule.

DEFENDERS OF THE RUHR

The defending troops in the Ruhr were fighting on German soil, and when the enemy approached, they were prepared to fight for the Fatherland.

A 512. Schwere Panzerjägerkompanie will Always Defend.





OBERLEUTNANT OTTO CARIUS

LEGENDARY TIGER ACE

Born on 27 May 1922 in Zweibrücken, Otto Carius was rejected twice for military service as unfit because of his slight weight and build. On his third attempt he was finally accepted, and in May 1940 he was assigned to the 104th Infantry Replacement Battalion in Posen. After completing his infantry training, he volunteered for the Panzer Corps, despite the fact that his father had categorically forbidden him from joining the armoured units. By October 1940, he was training with the newly raised 21. *Panzerregiment* (21st Armoured Regiment).

The panzer regiment fielded the light Panzer 38(t) and was committed to Operation Barbarossa, the invasion of the Soviet Union, on 22 June 1941. Carius initially served as a loader, which he described as the worst position in the tank because the loader couldn't see out and rarely got any fresh air. Carius had to bail out of his tank for the first time on 8 July 1941 when his 38(t) was hit by a round from a Soviet 45mm anti-tank gun. Carius suffered a shrapnel wound to the face and lost several teeth in the incident. Another nasty surprise for the German tankers during the summer of 1941 was the appearance of the Soviet T-34 tank in quantity. Only the 8.8cm Flak gun could deal effectively with these well-armoured and well-armed Soviet vehicles. It was at this point Carius first realised that there would not be a 'quick end to the [Soviet] campaign.'

On 4 August 1941, Carius was ordered to join the 25th Panzer Replacement Battalion for officer candidate training. Carius completed the course on 2 February 1942, but did not pass. Returning to the front, his unit received

replacement vehicles and defended against various Soviet attacks around Gshatsk from March through June 1942. It was during these defensive battles that Carius was eventually promoted to *Leutnant* (Lieutenant). His initial command of four tanks was inauspicious with his crews being unprepared for a Soviet counterattack. Disaster was averted only by the stalwart defence of the accompanying infantry units. Carius learned many lessons from this early setback, and it shaped his command style in dealing with subordinates.

In early 1943, Carius was transferred to France to join 502. *Schwere Panzer Abteilung* (502nd Heavy Tank Battalion) equipped with the new Tiger I E tank. Unlike the aging Panzer 38(t), the Tiger I was a heavy tank armed with the now famous 8.8cm gun and was a welcome improvement over the lighter vehicles Carius had used earlier in his career. The battalion's first deployment was to the Leningrad front. Later, at the battle of Narva, Carius destroyed four SU-85 assault guns without any losses to his vehicles.

Carius continued to fight with distinction in the Tiger I throughout 1943 and into 1944. By mid-1944, Carius commanded a company of eight Tiger tanks, but as the initiative on the Eastern Front began to shift to the Soviets, Carius found his tanks used more often as a mobile fire brigade to stem the Red tide. On 22 July 1944, as part of a larger effort to capture Riga and divide German forces in the Baltics, Soviet armoured elements advanced to Krivani. Realizing that more Soviet forces were on the way, Carius attacked the village with only two tanks. The second tank belonged to the highly-decorated *Leutnant* Albert Kerscher. Over the next 20

minutes, Carius and Kerscher knocked out 17 IS-2 tanks and five T-34s. His unit went on to destroy several more Soviet tanks and vehicles as the rest of the column arrived, completely halting the advance.

Two days after this action, Carius was riding a BMW motorcycle performing reconnaissance when he was ambushed by partisans and regular Soviet army infantry. Wounded, Carius crashed into a ditch where he was again shot several times at close range by a Soviet officer, including one bullet in his neck. Saved by the timely arrival of his unit's Tigers, Carius was miraculously still alive. For his action at Krivani, Carius was promoted to *Oberleutnant* (1st Lieutenant) and became the youngest officer to receive the Knight's Cross with Oak Leaves. Carius was removed from active duty to recover from his wounds until the end of 1944.

In January 1945, Carius was prohibited from rejoining his former Tiger battalion, due to his fame. He was then recruited by *Hauptmann* Walter Scherf, of the *512. Schwere Panzerjäger Abteilung*, to lead its second company. The unit fielded the new Jagdtiger tank destroyer. Carius was unimpressed with the new weapon, as he had been a tank commander and was used to turret-mounted armament. Most of the men in his company were also converted conventional

tankers rather than veterans of the *Panzerjäger* or assault gun units. In late March, after little time to train, Carius's company was committed to battle as a part of *Schwere Panzergruppe Hudel* in an attempt to smash the Remagen bridgehead.

His unit was initially very reluctant to engage the Americans, with two of his Jagdtigers allowing an entire armoured column to pass through perfect firing positions unmolested. These two Jagdtigers were subsequently lost when they panicked and fled the area at high speed resulting in mechanical breakdowns of both vehicles. Carius and his company later defended Unna, destroying 20 American tanks before being forced to withdraw. By 15 April 1945, the situation was untenable and Carius ordered his six remaining Jagdtigers destroyed and he surrendered his command.

By the end of his service, Carius had destroyed over 150 tanks, making him one of the leading tank aces of the war. After the war, he opened a pharmacy named *Tiger Apotheke*, where he still reportedly works to this day at the age of 91. Carius has also written books detailing his experiences, and by extension the experience of the German soldier, during World War II.

CHARACTERISTICS

Otto Carius is a Warrior Command Jagdtiger tank rated as **Reluctant Veteran**.

Carius may take command of 2. Kompanie (marked **2.**) from the 512. Schwere Panzerjägerkompanie (page 48). Carius replaces the Company Command Jagdtiger tank in the 512. Schwere Panzerjägerkompanie Headquarters for +85 points.

Alternatively, Carius may take command of a 512. Schwere Panzerjäger Platoon (page 49) from 2. Kompanie (marked **2.**) taken as a Support Platoon. In this case, Carius replaces the Platoon Command Jagdtiger for +85 points.

SETTING UP THE SHOT

Carius was a genius at spotting targets and setting up excellent shots in order to inflict maximum damage on enemy tanks.

Enemy teams do not benefit from Concealment when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.

HERO OF THE FATHERLAND

Carius became something of a legend. He was approached by Himmler, who tried to get Carius to join the Waffen-SS—an offer he refused. The Soviets even had a bounty on his head!

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

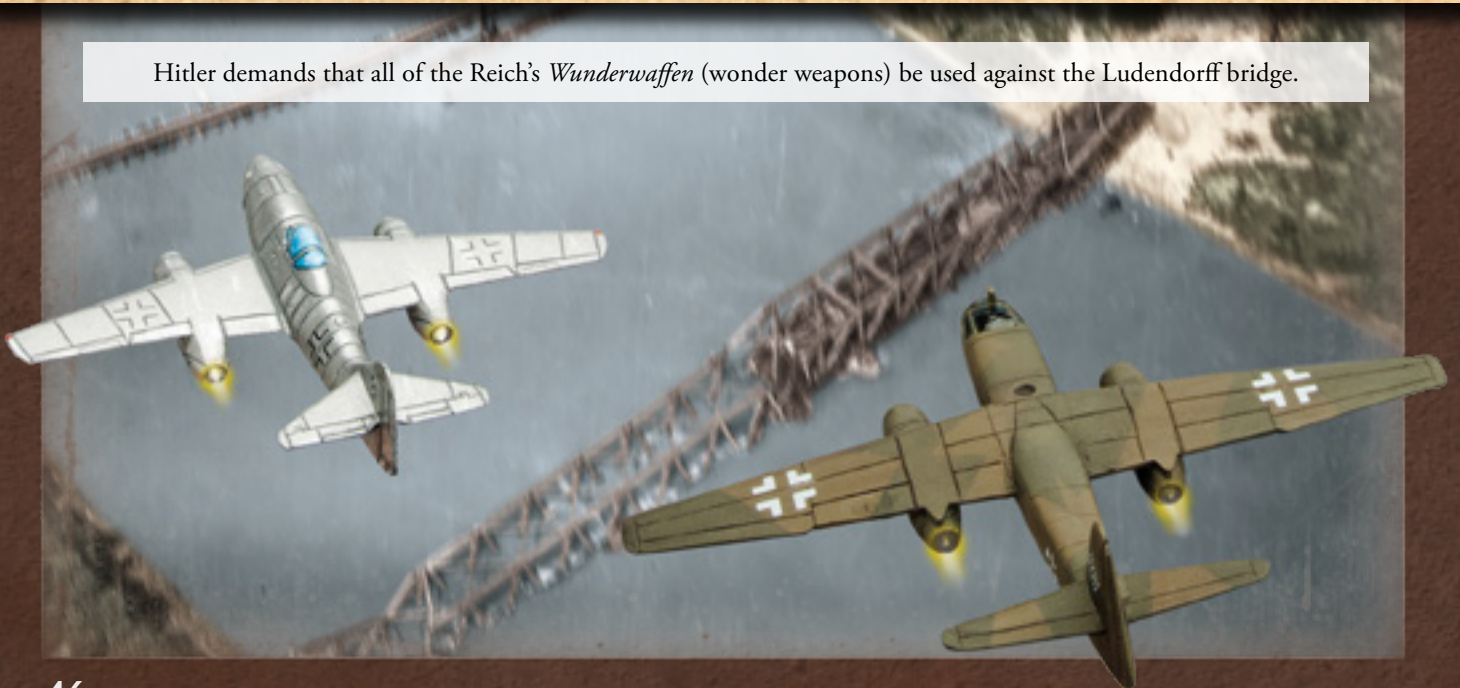


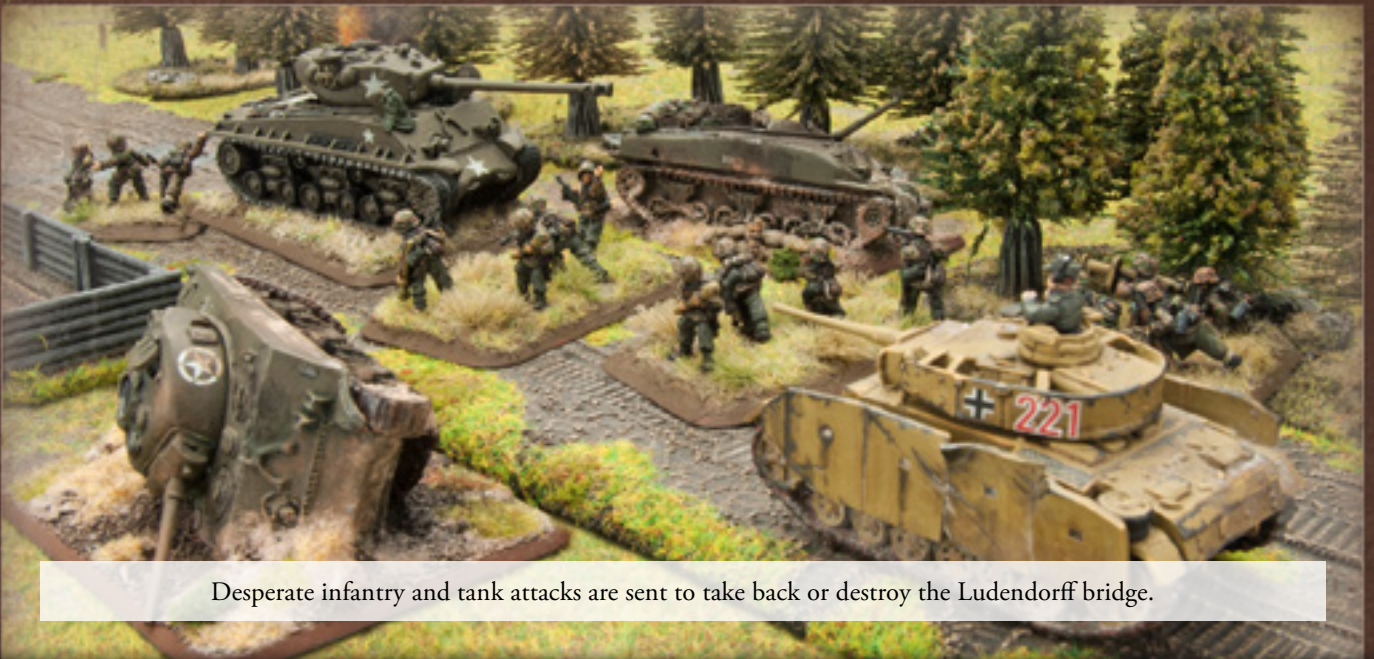


Schwere Panzergruppe Hudel is dispatched to counterattack the American bridgehead with its heavy tanks.

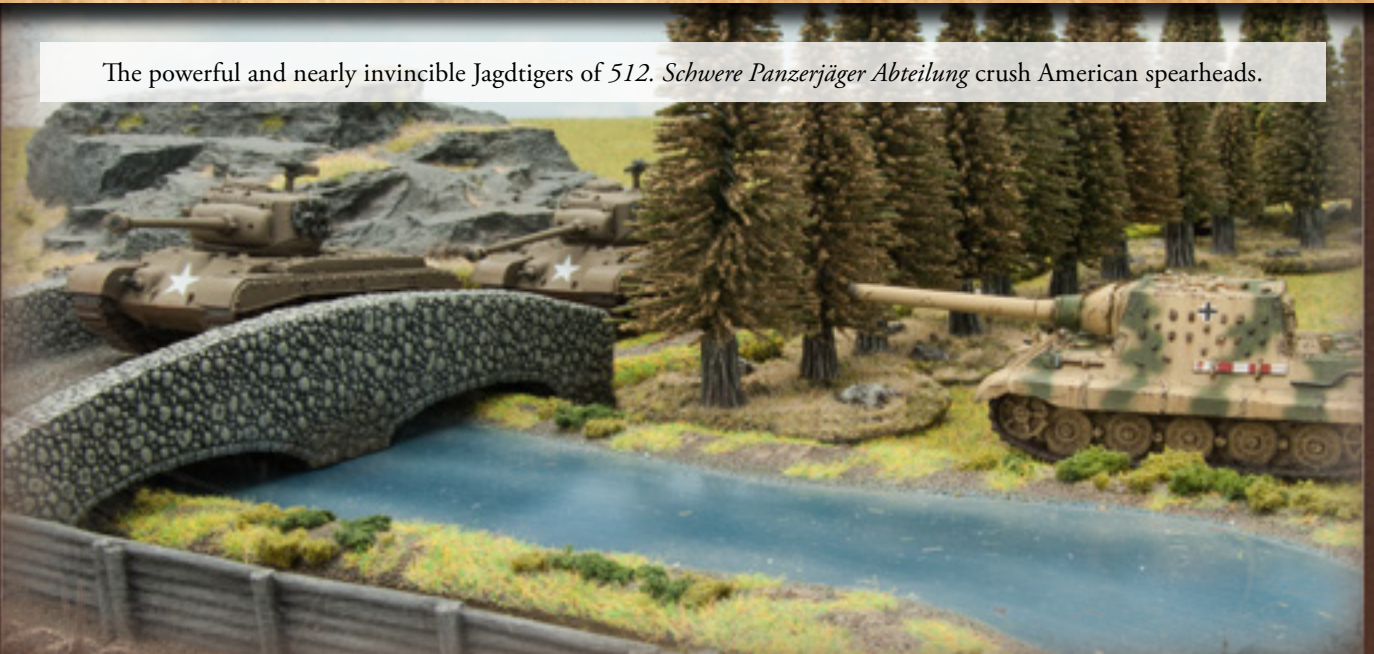


Hitler demands that all of the Reich's *Wunderwaffen* (wonder weapons) be used against the Ludendorff bridge.





Desperate infantry and tank attacks are sent to take back or destroy the Ludendorff bridge.



The powerful and nearly invincible Jagdtigers of 512. *Schwere Panzerjäger Abteilung* crush American spearheads.

512. SCHWERE PANZERJÄGERKOMPANIE

512TH HEAVY TANK HUNTER COMPANY

TANK COMPANY

MOTIVATION AND SKILL

A 512. Schwere Panzerjägerkompanie from the 1. Kompanie is rated **Confident Veteran**.

A 512. Schwere Panzerjägerkompanie from the 2. Kompanie is rated **Reluctant Trained**.

1. 1. KOMPANIE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

2. 2. KOMPANIE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



512. Schwere Panzerjägerkompanie HQ

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 from 1. Kompanie (marked **1**), or 2. Kompanie (marked **2**). All other platoons marked with either of these symbols must be from the same unit as your Company HQ.

COMBAT PLATOONS

ARMOUR



512. Schwere Panzerjäger Platoon

ARMOUR



512. Schwere Panzerjäger Platoon

ARMOUR



1 512. Panzer Platoon

ARMOUR



1 512. Assault Gun Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT



512. Panzer Anti-aircraft Gun Platoon

INFANTRY




2 512. Panzer Scout Platoon

ALLIED PLATOONS



Your force is from the Heer.

Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

SUPPORT PLATOONS

ARMOUR



2 654. Schwere Panzerjäger Platoon

2 Schwere Panzer Platoon

2 Schwere Tiger I E Platoon

INFANTRY



Panzergrenadier Platoon

Volksgrenadier Platoon

Volkssturm Platoon

INFANTRY



Panzergrenadier Platoon

Volksgrenadier Platoon

Volkssturm Platoon

ARTILLERY



Volks Light Artillery Battery

Volks Corps Artillery Battery

Volks Rocket Launcher Battery

Motorised Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

Light Anti-aircraft Gun Battery

AIRCRAFT



Air Support



HEADQUARTERS

512. SCHWERE PANZERJÄGERKOMPANIE HQ

HEADQUARTERS

	1.	2.
2 Jagdtiger	785 points	535 points
1 Jagdtiger	395 points	270 points

OPTION

- Add a Bergepanther recovery vehicle for +10 points.

Members of *1. Kompanie* were veteran tank-hunters who upgraded from the Jagdpanther tank destroyer. *2. Kompanie*, in contrast, was made up of crews who reluctantly transitioned from turreted tanks like the Tiger I to the Jagdtiger.

HAUPTMANN

HAUPTMANN

Company Command Jagdtiger

2iC Command Jagdtiger

COMPANY HQ

FELDWEBEL

Bergepanther recovery vehicle

RECOVERY SECTION

512. SCHWERE PANZERJÄGERKOMPANIE HQ

COMBAT PLATOONS

512. SCHWERE PANZERJÄGER PLATOON

PLATOON

	1.	2.
4 Jagdtiger	1570 points	1075 points
3 Jagdtiger	1180 points	805 points
2 Jagdtiger	785 points	535 points
1 Jagdtiger	395 points	270 points

Though from the same battalion, the first and second companies of the *512. Schwere Panzerjäger Abteilung* never fought together as a cohesive unit. *2. Kompanie*, under the legendary Otto Carius, fought with *Schwere Kampfgruppe Hudel* during its attempt to wipe out the American bridgehead at Remagen. *1. Kompanie*, under Albert Ernst, fought near Siegen and was later expanded to a full *Kampfgruppe* with the addition of Panzer IV tanks and Stug III assault guns.

LEUTNANT

LEUTNANT

Command Jagdtiger

Jagdtiger

HQ SECTION

Jagdtiger

Jagdtiger

TANK-HUNTER SECTION

512. SCHWERE PANZERJÄGER PLATOON

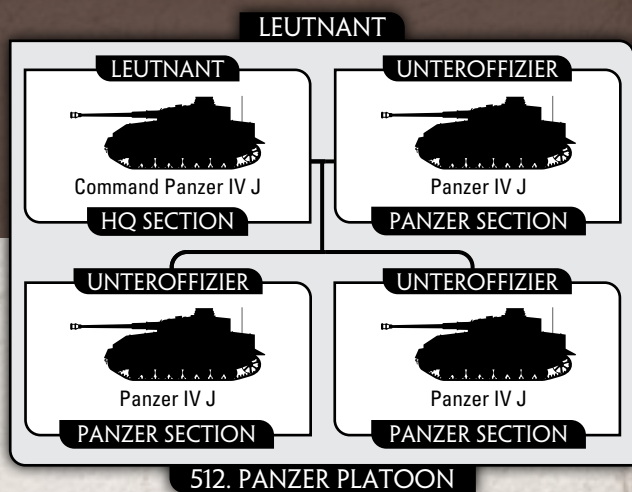




512. PANZER PLATOON

PLATOON	1.	2.
4 Panzer IV J	350 points	-
3 Panzer IV J	260 points	-
2 Panzer IV J	175 points	-

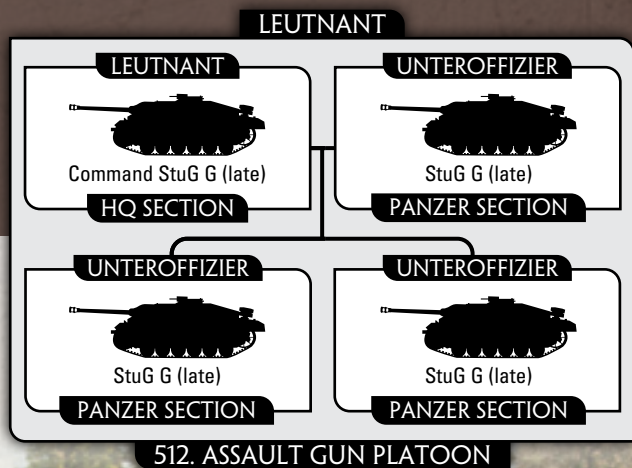
At the end of March 1945, *1. Kompanie* was expanded to a full *Kampfgruppe* because of its success in the field. One of the platoons added to *Kampfgruppe Ernst* was a unit of four Panzer IV tanks, which served the battlegroup until the end of the war. Although the Panzer IV had been in service since the beginning of the war, it remained a viable medium tank on par with the American Sherman medium tank.



512. ASSAULT GUN PLATOON

PLATOON	1.	2.
4 StuG G (late)	395 points	-
3 StuG G (late)	295 points	-
2 StuG G (late)	195 points	-

In addition to the platoon of Panzer IV tanks, a platoon of four StuG III assault guns was added to *Kampfgruppe Ernst*, providing additional fire support. The StuG is an excellent tank destroyer with a low silhouette, making it an ideal defensive weapon that can effectively strike an attacker from ambush.



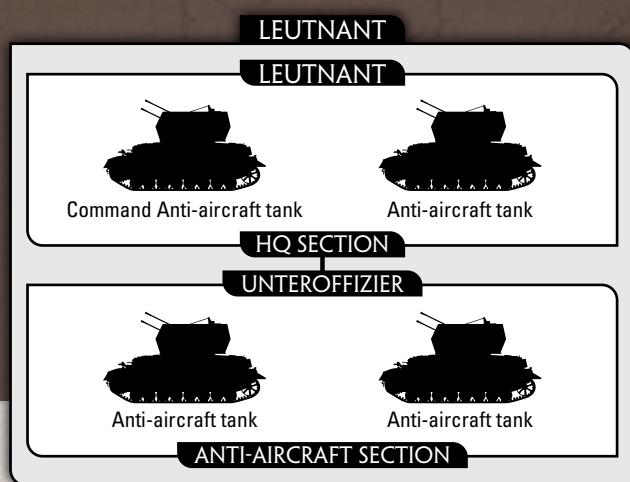


WEAPONS PLATOONS

512. PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON	1.	2.
4 Wirbelwind	220 points	150 points
3 Wirbelwind	165 points	110 points
2 Wirbelwind	110 points	75 points
4 Ostwind	240 points	165 points
3 Ostwind	180 points	120 points
2 Ostwind	120 points	80 points

As the Allies enjoy complete air superiority, armoured Flak batteries have become indispensable. Virtually every armoured formation in the SS and *Wehrmacht* has its own flak unit. Their job is to fight off marauding fighter-bomber aircraft so the tanks and infantry can fight.



512. PANZER ANTI-AIRCRAFT GUN PLATOON

512. PANZER SCOUT PLATOON

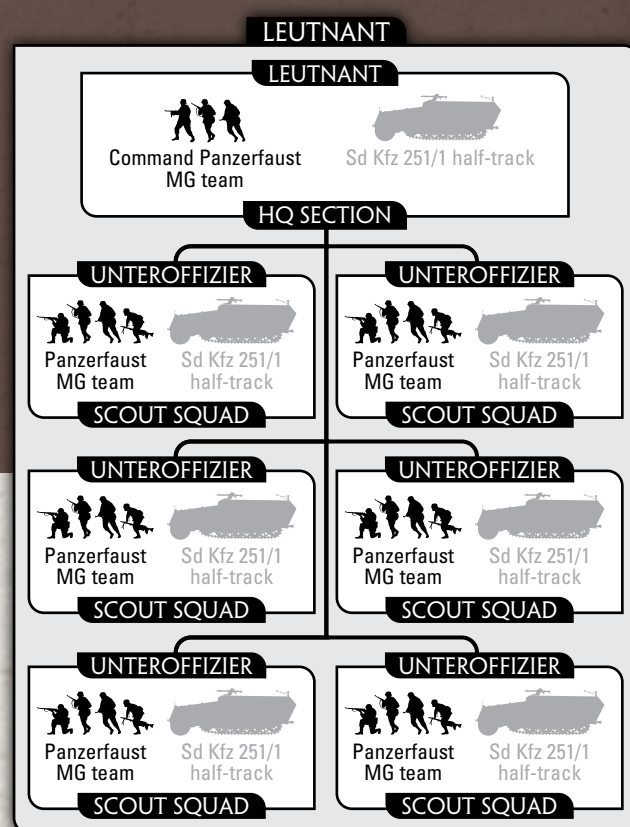
PLATOON	1.	2.
HQ Section with:		
6 Scout Squads	-	145 points
4 Scout Squads	-	105 points
2 Scout Squads	-	65 points

OPTIONS

- Replace the Command Panzerfaust MG team with a Command Panzerfaust SMG team at no cost.
- Add Sd Kfz 251/1 half-tracks for +5 points per half-track.

A Panzer Scout Platoon equipped with Sd Kfz 251/1 half-tracks may use the German Mounted Assault special rule on page 243 of the rulebook.

2. *Kompanie* uses the battalion's scout platoon as its own infantry force. Use them wisely to screen enemy troops and protect your precious Jagdtigers. Alternatively, mount them in half-tracks to give them more firepower and manoeuvrability against enemy infantry.



512. PANZER SCOUT PLATOON

654. SCHWERE PANZERJÄGER ABTEILUNG

654TH HEAVY TANK HUNTER BATTALION

654. *Schwere Panzerjäger Abteilung* (654th Heavy Tank-hunter Battalion) fought with distinction during World War II. As one of the only two units to field the heavy Ferdinand tank destroyer, the battalion fought well during the battle of Kursk. However, the rate of attrition for the complex vehicle was high, and by September 1943, the 50 remaining Ferdinands from both 654. *Schwere Panzerjägerabteilung* and its sister unit 653. *Schwere Panzerjägerabteilung* had been pulled out of the line for repairs.

Having lost their fighting vehicles, the battalion remained in the rear areas for most of early 1944. By May, the unit began to receive new Jagdpanther tank destroyers, with the first eight arriving on 4 May. Training on their new mounts began immediately.

NORMANDY

After the initial disorder in the German command following the Normandy landings, all available units were dispatched to the front to try and drive the Allies back into the sea. Because of numerous delays in the unit forming up and transportation issues, 654. *Schwere Panzerjäger Abteilung* did not make it to the front until July. During July and August, the battalion fought alongside 276. and 326. *Infanteriedivision* (276th and 326th Infantry Divisions) as a part of *Kampfgruppe Schnepf*.

By mid-August, the unit had destroyed over 40 Allied tanks fighting in northern France east of Caen. However, despite their best efforts, the Normandy front collapsed and they were forced to retreat to the Seine. At the Seine, many desperate German formations were trying to cross the river to the relative safety of its eastern bank, creating massive traffic jams. Caught in this traffic, the Jagdpanthers simply couldn't get through, and most had to be destroyed by their crews.

Reconstitution of the unit began in October 1944 and it received 43 new Jagdpanthers to replace their lost vehicles.

On 20 November, the unit was back up to strength and returned to the fight. Divided into three *Kampfgruppen* (battlegroups), the unit supported attacks in the Eifel area, near the Ardennes, alongside both SS and Heer infantry formations.

On 16 December, Germany launched its great gamble in the West, *Unternehmen Wacht am Rhein*, designed to split the Western Allies and force a separate peace. As the offensive ground on, 654. *Schwere Panzerjäger Abteilung* got a much-needed break to once again reconstitute itself. The battalion received an allocation of 20 new Jagdpanthers on 23 December. A week later, the 525. *Schwere Panzerjäger Abteilung* and its 22 open-topped Hornisse tank-hunters was added to the 654th's fighting strength.

OPERATION NORDWIND

The 654. *Schwere Panzerjäger Abteilung* fought in Alsace throughout the month of January 1945 as a part of Operation Nordwind, Germany's follow-up winter offensive. Though their initial operations were hampered by snow, the last two weeks of January saw savage back and forth fighting as any gains made by either side were quickly lost. Eventually weight of numbers wore down the Germans, and by the end of the month the battalion was pushed back to the Rhine-Rhone Canal near Munzenheim. However, during this period, 654. *Schwere Panzerjäger Abteilung* took a terrible toll on Allied forces, destroying over 100 tanks, 29 artillery pieces, and 40 other vehicles.

By 8 February, attrition had reduced the battalion, and it was once again without any operational Jagdpanthers. The battalion workshops worked at a frenzied pace to repair the damaged Jagdpanthers. A further 20 new tank destroyers were also assigned to the battalion.

Less than two weeks later, on 21 February, the unit was once again ready for front-line deployment. Assigned to 5. *Panzer*





Armee, (5th Armoured Army) the battalion was placed in defensive positions along the Rhine on 8 March. The timing of the battalion's arrival was lucky as the Americans had just captured the Ludendorff Bridge that day and established a bridgehead across the Rhine. Desperate to force the Americans back across the Rhine, Model ordered Major Hudel of the Panzer Lehr Division to form a *Kampfgruppe* using all available formations in the area, especially armoured formations.

The armoured punch of *Schwere Panzergruppe Hudel* (Heavy Panzer Group Hudel) was 654. *Schwere Panzerjäger Abteilung*, 512. *Schwere Panzerjäger Abteilung*, and 506. *Schwere Panzer Abteilung*. While the German force assembled, the Americans reinforced the bridgehead. On 12 March 1945, the battalion received orders to attack. Heavy US artillery fire knocked out or damaged several of the tank-hunters and broke up the accompanying infantry, forcing the attackers to withdraw. The next day the battalion once again advanced, but was again forced back to its starting lines.

With the Germans stalled, the American infantry attacked. The infantry outflanked and encircled some of the battalion's Jagdpanthers at Hilkerscheid. Under the cover of darkness, the Americans moved up anti-tank guns to near point-blank range. As dawn broke on 14 March 1945, the anti-tank guns opened fire and destroyed a Jagdpanther. One tank-hunter managed to escape the town.

The next day, the Americans continued their attack near Lorscheid. However, the timely arrival of a battalion of pioneers allowed the Jagdpanthers to successfully counter-

attack. The Germans managed to capture over 20 prisoners and destroy two tanks, an anti-tank gun, and three transport vehicles. However, by this point, any chance *Schwere Panzergruppe Hudel* had of shattering the Remagen bridgehead had been lost. 654. *Schwere Panzerjäger Abteilung* was detached from the *Kampfgruppe* and placed under command of 11. *Panzer Division*.

American infantry and anti-tank squads continued to harass the Jagdpanthers, but the battalion now had infantry support from 111. *Panzergrenadier Regiment*. From 16-18 March, the battalion fought a series of delaying actions in and around Strödt, resulting in many American casualties. American artillery fire continued to take a toll on the unit, but the maintenance company managed to continue to return many damaged vehicles to service to keep the unit in the field.

On 19 March, the battalion was released from 11. *Panzerdivision* and went into reserve. During this time, the battalion was often ordered to attack an objective, but simply lacked the strength and fuel to accomplish it.

With resistance collapsing around them, 654. *Schwere Panzerjäger Abteilung* was forced to begin a withdrawal, acting as a fire brigade along the way. The battalion continued active resistance in April 1945, destroying a truck column on 1 April and a few enemy tanks on 2 April. However, by this time the encirclement of the Ruhr Pocket was complete and the battalion was trapped along with several other German divisions. On 15 April, the unit was completely spent and it surrendered.

654. SCHWERE PANZERJÄGER ABTEILUNG SPECIAL RULES

A 654. *Schwere Panzerjägerkompanie* (Nordwind) uses all of the German special rules on pages 241 to 245 of the rulebook.

A 654. *Schwere Panzerjägerkompanie* (Ruhr) uses all of the German special rules on pages 241 to 245 of the rulebook (except for *Kampfgruppe*). In addition, it also uses the following special rules.

TAILOR MADE BATTLEGROUP

The shrinking frontline meant that local forces were swept up into ad-hoc battlegroups to defend against attacks.

A 654. Schwere Panzerjägerkompanie (Ruhr) does not use the German Kampfgruppe special rule.

DEFENDERS OF THE RUHR

The defending troops in the Ruhr were fighting on German soil. When the enemy approached, they were prepared to fight for the Fatherland.

A 654. Schwere Panzerjägerkompanie (Ruhr) will Always Defend.

654. SCHWERE PANZERJÄGER-KOMPANIE (NORDWIND)

654TH HEAVY TANK-HUNTER COMPANY (NORDWIND)

TANK COMPANY

MOTIVATION AND SKILL

The soldiers of 654. Schwere Panzerjäger Abteilung have fought the Western Allies since just after D-Day when they were first equipped with the Jagdpanther tank destroyer. Though the overall war situation has deteriorated, the men of the battalion stoically carry on the fight.

A 654. Schwere Panzerjäger Kompanie (Nordwind) is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN


HEADQUARTERS

HEADQUARTERS



654. Schwere Panzerjägerkompanie HQ

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 from 654. Schwere Panzerjägerkompanie (Nordwind) (marked ). All platoons marked with this symbol must match your Company HQ.

COMBAT PLATOONS

ARMOUR



654. Schwere Panzerjäger Platoon

ARMOUR



654. Schwere Panzerjäger Platoon

654. Hornisse Panzerjäger Platoon

ARMOUR



654. Schwere Panzerjäger Platoon

654. Hornisse Panzerjäger Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT




654. Panzer Anti-aircraft Gun Platoon

ALLIED PLATOONS



Your force is from the Heer.

Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

SUPPORT PLATOONS

ARMOUR



Panzer Platoon

Mixed Panzer Platoon

Panzerjäger Platoon

INFANTRY



Volksgrenadier Platoon

Gebirgsjäger Platoon

INFANTRY



Volksgrenadier Platoon

Gebirgsjäger Platoon

ARTILLERY



Volks Light Artillery Battery

Volks Corps Artillery Battery

Volks Rocket Launcher Battery

Motorised Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

Light Anti-aircraft Gun Battery

AIRCRAFT



Air Support



654. SCHWERE PANZERJÄGER-KOMPANIE (RUHR POCKET)

654TH HEAVY TANK-HUNTER COMPANY (RUHR POCKET)

TANK COMPANY

MOTIVATION AND SKILL

After the vicious fighting in the Alsace, the battalion was reconstituted one last time. By this time, the Americans had secured a bridgehead at Remagen and they were thrown once again into the fray.

A 654. Schwere Panzerjäger Kompanie (Ruhr Pocket) is rated **Reluctant Veteran**.



RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



654. Schwere Panzerjägerkompanie HQ

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 from 654. Schwere Panzerjägerkompanie (Ruhr Pocket) (marked **R**). All platoons marked with this symbol must match your Company HQ.

COMBAT PLATOONS

ARMOUR



654. Schwere Panzerjäger Platoon

ARMOUR



654. Schwere Panzerjäger Platoon

ARMOUR



654. Schwere Panzerjäger Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT



654. Panzer Anti-aircraft Gun Platoon

ALLIED PLATOONS



Your force is from the Heer.

Luftwaffe (marked) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

SUPPORT PLATOONS

ARMOUR



512. Schwere Panzerjäger Platoon

Schwere Panzer Platoon

Schwere Tiger I E Platoon

Panzer Platoon

INFANTRY



Panzergrenadier Platoon

Volkssturm Platoon

INFANTRY



Panzergrenadier Platoon

Volkssturm Platoon

ARTILLERY



Volks Light Artillery Battery

Volks Corps Artillery Battery

Volks Rocket Launcher Battery

Motorised Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

Light Anti-aircraft Gun Battery

AIRCRAFT



Air Support

654. SCHWERE PANZERJÄGERKOMPANIE



HEADQUARTERS



654. SCHWERE PANZERJÄGERKOMPANIE HQ

HEADQUARTERS

	C	R
2 Jagdpanther	470 points	420 points
1 Jagdpanther	235 points	210 points

HAUPTMANN

HAUPTMANN

	
Company Command Jagdpanther	2iC Command Jagdpanther

HQ SECTION

654. SCHWERE PANZERJÄGERKOMPANIE HQ

COMBAT PLATOONS



654. SCHWERE PANZERJÄGER PLATOON

PLATOON

	C	R
4 Jagdpanther	940 points	840 points
3 Jagdpanther	705 points	630 points
2 Jagdpanther	470 points	420 points
1 Jagdpanther	235 points	210 points

LEUTNANT

LEUTNANT

	
Command Jagdpanther	Jagdpanther

HQ SECTION

UNTEROFFIZIER

	
Jagdpanther	Jagdpanther

TANK-HUNTER SECTION

654. SCHWERE PANZERJÄGER PLATOON

The men of *654. Schwere Panzerjäger Abteilung* have a great deal of experience. They have taken a heavy toll on Allied armour. The unit fields the excellent Jagdpanther tank destroyer, which combines the well-sloped armour and mobility of the Panther tank with the exceptional 8.8cm gun of the Tiger II.





654. HORNISSE PANZERJÄGER PLATOON

PLATOON

	C	R
4 Hornisse	465 points	-
3 Hornisse	350 points	-
2 Hornisse	235 points	-

During the fighting in Alsace, the veterans of 525. *Schwere Panzerjäger Abteilung* joined the battalion, fielding the Hornisse tank destroyer. The Hornisse mounts the same devastating 8.8cm gun as the Jagdpanther and is capable of destroying any Allied tank at range.

LEUTNANT

LEUTNANT



Command Hornisse



Hornisse

HQ SECTION

UNTEROFFIZIER



Hornisse



Hornisse

TANK-HUNTER SECTION

654. HORNISSE PANZERJÄGER PLATOON

WEAPONS PLATOONS

654. PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

	C	R
4 Möbelwagen	220 points	200 points
3 Möbelwagen	165 points	150 points
2 Möbelwagen	110 points	100 points
4 Wirbelwind	220 points	200 points
3 Wirbelwind	165 points	150 points
2 Wirbelwind	110 points	100 points

As with most armoured units, 654. *Schwere Panzerjäger Abteilung* was equipped with an armoured flak platoon. Though many units were receiving the newer Ostwind flak tank, the battalion soldiered on with the older but equally deadly Möbelwagen and Wirbelwind models.

LEUTNANT

LEUTNANT



Command Anti-aircraft tank



Anti-aircraft tank

HQ SECTION

UNTEROFFIZIER



Anti-aircraft tank



Anti-aircraft tank

ANTI-AIRCRAFT SECTION

654. PANZER ANTI-AIRCRAFT GUN PLATOON





506. SCHWERE PANZER ABTEILUNG

506TH HEAVY TANK BATTALION

In late 1942, the Germans began creating heavy tank battalions equipped with the new Tiger I. *506. Schwere Panzerabteilung* (506th Heavy Tank Battalion) was established on 4 April 1943 from elements of *9. Panzerdivision* (9th Armoured Division). After some delays, the 506th was once again attached to *9. Panzerdivision* as a part of *XVII. Armee Korps* (17th Army Corps) on the Eastern Front.

During the autumn of 1943, the 506th valiantly defended the Saporoschje (Zaporizhia) Bridgehead on the Dniepr River, but they were unable to stem the Soviet tide. After the bridgehead fell, the battalion was attached to *16. Panzergrenadierdivision* (16th Armoured Grenadier Division) defending high value sectors in the Ukraine through the winter of 1943. By January 1944, the unit had destroyed over 200 Soviet tanks and nearly 200 anti-tank guns.

By early 1944, with the war's momentum turning against the Germans, the Soviets had trapped vital German forces in a pocket in the Ukraine. The 506th was brought up to help relieve the forces in what was called the Cherkassy Pocket. The operation was successful in relieving the forces, but the unit suffered severe casualties. The battalion was transferred to Lemberg for reconstitution in early March 1944.

After only a few weeks to refit, the battalion was once again committed to the fighting on the Eastern Front, where the unit continued to distinguish itself. However, during the Soviet Operation Bagration in June 1944, the 506th was forced to destroy most of their Tiger I tanks to avoid their capture. Their few surviving Tigers were handed over to *507. Schwere Panzer Abteilung* in late July 1944, and the crews moved to Ohrdruf and refitted with the new *Königtiger* (King or Royal Tiger) tank.

KÖNIGSTIGER

The battalion received 45 Tiger II tanks between August and September 1944, and once the unit finished their training,

they were assigned to the Arnhem sector. Their deployment was fortunate, as on Sunday 17 September 1944, the Allies launched Operation Market Garden, with American and British paratroopers seizing several key bridges throughout Holland. The ultimate goal of the campaign was to capture the bridge across the River Rhine at Arnhem, opening an avenue of attack into Germany's industrial heartland.

In Arnhem, the 506th was nominally attached to the *1. Fallschirm Armee* (1st Parachute Army) on 24 September 1944. The battalion's second company was sent to Oosterbeek in support of *9. SS-Panzerdivision* (9th SS-Armoured Division) and their efforts to reduce the pocket of British resistance, while the third company was sent to Elst in support of *10. SS-Panzerdivision* (10th SS-Armoured Division) fighting near the Rhine.

At Oosterbeek, the 506th discovered that their heavy vehicles were nearly useless in the narrow streets of the town. The vehicle's weight damaged the roads and the main gun was so long that traversing the turret in the narrow streets was nearly impossible. However, their presence greatly boosted German morale and the King Tigers managed to advance to the middle of the British defensive pocket before being stopped. After Market Garden failed, the 506th continued to fight in various mop-up operations on 'The Island', a bit of land between Arnhem and Nijmegen.

THE BATTLE OF THE BULGE

As the battle on the Western Front raged on, the battalion's strength was slowly sapped. It absorbed the Tiger I E tanks of *Kampfgruppe Hummel* of *Panzer Ersatz und Ausbildungs Abteilung 500* (500th Tank Replacement and Training Battalion). In December 1944, the battalion was reinforced with new Tiger II tanks in preparation for Operation *Wacht am Rhein* (Watch on the Rhine).

During the Ardennes Offensive, the 506th supported the *12. SS-Panzerdivision* in its attack on Bastogne, knocking out

14 Shermans in a counterattack near Wardin on 1 January 1945. When the Americans counterattacked from Bastogne on 17 January, the 506th was hit hard. In the battle, the battalion lost 13 Tiger II and one Tiger I. The remaining tanks were withdrawn from the line soon afterward.

The battalion was back in action in the Eifel area on 22 February 1945, fighting several delaying actions over the next two weeks. By this time the situation on the Western Front was desperate, but the 506th could do little to stem the tide with its seven vehicles. Nevertheless, these were committed to battle at Boxberg on 7 March, resulting in the loss of four more vehicles. By the next day, the unit had depleted its entire inventory of operational armour and crossed the Rhine to resupply.

REMAGEN

The unit languished in the rear until 20 March, when seven Tiger I tanks, originally from 501. *SS-Schwere Panzer Abteilung* (501st SS-Heavy Tank Battalion), were transferred to the battalion. With the addition of these tanks to the battalion's repaired inventory, the unit was up to a total of 22 tanks, the rest of which were Königstiger tanks.

As one of the few armoured units in the Remagen area, on 22 March 1945, 506. *Schwere Panzer Abteilung* was attached to *Schwere Panzergruppe Hudel* along with the second company of 512. *Schwere Panzerjäger Abteilung* (512th Heavy Tank-hunter Battalion), and 654. *Schwere Panzerjäger Abteilung*. *Schwere Panzergruppe Hudel* launched an offensive on 23 March designed to destroy the American bridgehead at Remagen. The attack bogged down as the Americans had

firmly consolidated the bridgehead and were, in fact, within days of launching their own offensive from the bridgehead.

Following the attack, the battalion withdrew to Siegen, defending the village for three days. However, by 1 April they were forced to blow up three precious Tiger I tanks and withdraw yet again, when the Americans finally captured the town. By 2 April, the unit received six Tiger II tanks, originally intended for 501. *SS-Schwere Panzer Abteilung*.

THE RUHR POCKET

The battalion was swept up in the Ruhr Pocket along with the rest of Army Group B, and fought as a fire brigade to blunt the Allied advance during the first week of April. However, the constant movement played havoc on the over-worked tanks. The net result was the unit moved over 100km in road marches burning precious fuel and losing most of its tanks to mechanical breakdowns.

By 10 April, the battalion was down to seven operational tanks, consisting of both Tiger I and Tiger II models. As the pocket collapsed, the unit made one last move to Iserlohn on 13 April 1945 with its last functional Tiger II. Once there, the tank crews were deployed as rifle infantry. The following day, the unit's commanding officer, *Hauptmann* von Römer, disbanded the battalion and 506. *Schwere Panzer Abteilung* ceased to exist.

Through the course of the war, the battalion destroyed over 400 enemy vehicles. Of those lost by the battalion, only 41% of its Tigers were lost due to enemy action, with most of the rest being destroyed by their own crews to prevent capture.

■ SCHWERE PANZERKOMPANIE SPECIAL RULES ■

A *Schwere Panzerkompanie* uses all of the German special rules on pages 241 to 245 of the rulebook (except for *Kampfgruppe*). In addition, it also uses the following special rules.

TAILOR MADE BATTLEGROUP

The shrinking frontline meant that local forces were swept up into ad-hoc battlegroups to defend against attacks.

A Schwere Panzerkompanie does not use the German Kampfgruppe special rule.

DEFENDERS OF THE RUHR

The defending troops in the Ruhr were fighting on German soil, and when the enemy approached, they were prepared to fight for the Fatherland.

A Schwere Panzerkompanie will Always Defend.



SCHWERE PANZERKOMPANIE

HEAVY TANK COMPANY

TANK COMPANY

MOTIVATION AND SKILL

A Schwere Panzerkompanie from 506. Schwere Panzer Abteilung is rated **Reluctant Veteran**.

A Schwere Panzerkompanie from 510. Schwere Panzer Abteilung is rated **Reluctant Trained**.



506. SCHWERE PANZER ABTEILUNG

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN



510. SCHWERE PANZER ABTEILUNG

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

HEADQUARTERS

HEADQUARTERS



Schwere Panzerkompanie HQ

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 from the 506. Schwere Panzer Abteilung (marked ) , or the 510. Schwere Panzer Abteilung (marked ) . All other platoons marked with either of these symbols must be from the same unit as your Company HQ.

COMBAT PLATOONS

ARMOUR



Schwere Panzer Platoon

ARMOUR OR INFANTRY



Schwere Panzer Platoon

Schwere Tiger I E Platoon

Schwere Panzer Crew Platoon

ARMOUR OR INFANTRY



Schwere Panzer Platoon

Schwere Panzer Crew Platoon

WEAPONS PLATOONS

INFANTRY





Schwere Panzer Crew Platoon

ALLIED PLATOONS



Your force is from the Heer.

SS (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.

SUPPORT PLATOONS

ARMOUR



512. Schwere Panzerjäger Platoon

654. Schwere Panzerjäger Platoon

Panzer Platoon

Ersatz SS-Panzer Platoon

ARMOUR



Panzer Platoon

INFANTRY



Panzergranadier Platoon

Ersatz SS-Aufklärungs Platoon

Volksgranadier Platoon

Volkssturm Platoon

INFANTRY



Panzergranadier Platoon

Ersatz SS-Aufklärungs Platoon

Volksgranadier Platoon

Volkssturm Platoon

ARTILLERY



Volks Light Artillery Battery

Volks Corps Artillery Battery

Volks Rocket Launcher Battery

Motorised Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Battery

Light Anti-aircraft Gun Battery

AIRCRAFT



Air Support








HEADQUARTERS

SCHWERE PANZERKOMPANIE HQ

HEADQUARTERS

2 Königstiger (Henschel)	605 points	430 points
1 Königstiger (Henschel)	305 points	215 points

The Company Command tank from the 506. Schwere Panzer Abteilung (marked ) always has two Tiger Ace Skills (see page 244 of the rulebook). Roll two dice and any roll of a 6 (or ) allows you to choose your Tiger Ace Skill.

Tanks from the 510. Schwere Panzer Abteilung (marked ) do not use the Tiger Ace special rules.

HAUPTMANN

HAUPTMANN

Company Command
Königstiger (Henschel)

2iC Command
Königstiger (Henschel)

HQ SECTION

SCHWERE PANZERKOMPANIE HQ


The heavy tank battalions of the Wehrmacht and SS remain the backbone of the German armed forces. Now largely converted to the Königstiger heavy tank, the battalions act as fire brigades, often being deployed as individual companies to stem the Allied advance.


COMBAT PLATOONS

SCHWERE PANZER PLATOON

PLATOON

4 Königstiger (Henschel)	1200 points	-
3 Königstiger (Henschel)	900 points	-
2 Königstiger (Henschel)	600 points	430 points
1 Königstiger (Henschel)	300 points	215 points

A Schwere Panzer Platoon from the 506. Schwere Panzer Abteilung (marked ) uses the Tiger Ace special rules (see page 244 of the rulebook).

Tanks from the 510. Schwere Panzer Abteilung (marked ) do not use the Tiger Ace special rules.

LEUTNANT

LEUTNANT

Command Königstiger
(Henschel)

UNTEROFFIZIER

Königstiger (Henschel)

HQ SECTION

HEAVY TANK SECTION

UNTEROFFIZIER

Königstiger (Henschel)

UNTEROFFIZIER

Königstiger (Henschel)

HEAVY TANK SECTION

HEAVY TANK SECTION



SCHWERE PANZER PLATOON






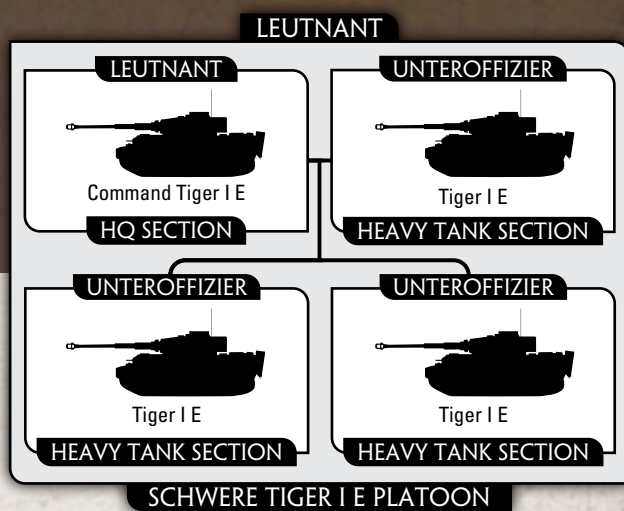
SCHWERE TIGER I E PLATOON

PLATOON

		
4 Tiger I E	760 points	-
3 Tiger I E	570 points	-
2 Tiger I E	380 points	-
1 Tiger I E	190 points	-

A Schwere Tiger I E Platoon from the 506. Schwere Panzerabteilung (marked ), uses the Tiger Ace special rules (see page 244 of the rulebook).



The Königstiger is in high demand and requests for more are hard to fill, so many units, including 506. Schwere Panzerabteilung, continue to field the older Tiger I E heavy tanks.



WEAPONS PLATOONS

SCHWERE PANZER CREW PLATOON

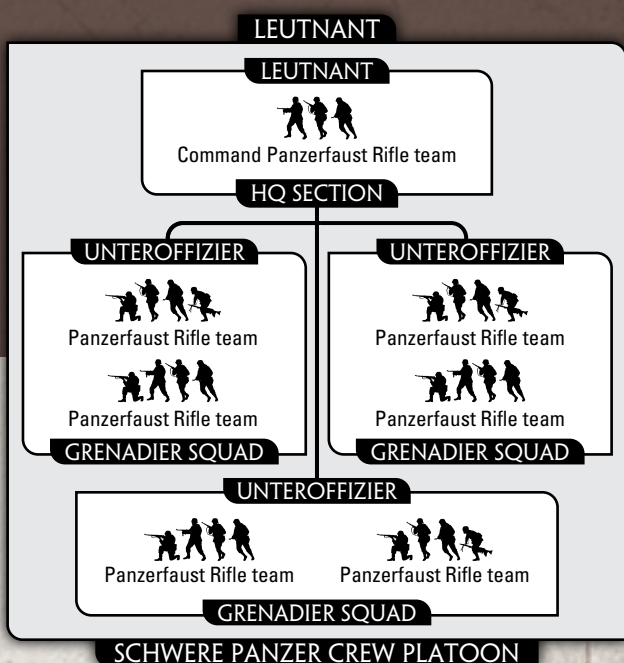
HQ Section with:

		
3 Grenadier Squads	140 points	110 points
2 Grenadier Squads	100 points	75 points

OPTION

- Replace Command Panzerfaust Rifle team with a Command Panzerfaust SMG team for +5 points.

The lack of replacement vehicles has led many battalions to form their remaining crews into infantry platoons. Use replacement crews to cover key areas or as escort for your precious heavy tanks.



SS-PANZERBRIGADE WESTFALEN

SS-ARMoured BRIGADE WESTFALEN

DEFENDERS OF THE RUHR

SS-Panzerbrigade Westfalen was one of the dozens of hastily scraped-together formations created by German commanders in the final days of World War II. In most cases these cobbled-together units performed poorly, but *SS-Panzer Brigade Westfalen* defied that trend when it put up a fanatical defence in the face of overwhelming Allied attacks.

The American breakout from the Remagen bridgehead was exceptionally rapid. By 29 March, US forces were striking toward Paderborn. If Paderborn fell, the Allies would trap all of *Feldmarshall* Walter Model's *Heeresgruppe B* (Army Group B) in a pocket. Model therefore ordered the formation of *SS-Panzerbrigade Westfalen* at Camp Senne from the elements of several training and convalescent companies in the Paderborn area to prevent the pocket's closure.

Under the command of *SS-Obersturmbannführer* (Lieutenant Colonel) Hans Stern, the brigade fielded two regiments: *SS-Regiment 'Meyer'* and *SS-Regiment 'Holzer'*. *SS-Regiment 'Meyer'* was primarily an infantry force made up of various training groups. *SS-Regiment 'Holzer'* included both infantry and the training tanks, mostly Panzer III and a few early Panzer IV tanks. Several *Heer* (Army) formations were also reorganizing in the area of Camp Senne, and they were attached to the brigade. *507. Schwere Panzer Abteilung* and the third company of the *512. Schwere Panzerjäger Abteilung* gave the brigade its armoured component.

From the outset, *Westfalen* was confronted by supply problems. They were short weapons, communication equipment, fuel, and even lacked a field kitchen. The infantry was equipped with whatever small arms were at hand, including the standard-issue K98k rifles, a few MG34 machine-guns, and many Panzerfaust anti-tank weapons, supplemented with Italian Beretta sub-machine guns and Belgian pistols.

By the evening of 29 March 1945, the battalion's headquarters was set up roughly five kilometers east of Paderborn. Along with 30 tanks of *507. Schwere Panzer Abteilung* and *512. Schwere Panzerjäger Abteilung*, the brigade protected the southern approaches to the city. Despite their poor

equipment and the deteriorating war situation, the morale of *SS-Panzerbrigade Westfalen* was resolute, and they were ready for action. They didn't have to wait long, as elements of the 3rd Armored Division were already on their way.

THE BATTLES FOR PADERBORN

First contact between American forces and *Westfalen* occurred early on 30 March, as Task Force Richardson of the 3rd Armored reached Hill 283. The brigade's forces in that sector lacked any anti-armour capability, but fought tenaciously with one squad led by *SS-Unterscharführer* (Corporal) Zabel fighting to the last man. Task Force Lovelady ran into *SS-Regiment 'Holzer'*, where their advance was stalled by strong resistance from *Westfalen*. In this engagement one of *Holzer's* Panzer III tanks knocked out one of the US task force's Shermans. As a result of the savage resistance, the American advance was delayed for a full day.

Task Force Richardson smashed into *SS-Regiment 'Meyer'* near the town of Kirchborchen, south of Paderborn. As the mechanised column and supporting armour approached the town, its defenders, some 200 troops, opened fire with a large number of Panzerfausts. These were used both against the American tanks and the advancing infantry. Because of the sheer number of Panzerfausts used, the Americans nicknamed Kirchborchen 'Bazooka Town.' Task Force Richardson was forced back, however other elements of the 3rd Armored threatened the German flank, so defenders of Kirchborchen abandoned the town.

SS-Regiment 'Meyer' also engaged Task Force Welborn in three nearby villages. Finally breaking through the infantry screen near Etteln, the US task force turned back toward Paderborn, leaving Task Force Doan to secure the area. Unfortunately, during its relocation, Task Force Welborn ran into elements of *Holzer* and *507. Schwere Panzer Abteilung* and suffered heavy losses, including Major General Maurice Rose, commander of the 3rd Armored Division, who was killed in action.





CLOSING THE POCKET

The fanatical resistance of *Westfalen* surprised the American commanders and shook their confidence in a quick victory at Paderborn. Brigadier General Hickey, the new commander of the 3rd Armored Division, planned a concerted attack on Paderborn itself. Meanwhile, given the success of *Westfalen*, Model chose to attack to the south to prevent closure of the pocket, but the Germans were rapidly losing the tactical initiative. The US 104th Infantry Division had relieved Task Force Lovelady, and was already advancing north from Warburg, threatening the rear of *SS-Panzerbrigade Westfalen*.

On 1 April, the 3rd Armored Division commenced its attack on Paderborn and encountered heavy resistance at Camp Senne. In addition to elements of *Westfalen* and other convalescent companies, Paderborn was defended by several Flak units and the third company of 512. *Schwere Panzerjäger Abteilung*. By that afternoon, Paderborn still held out, but elements of the US 3rd and 2nd Armored Divisions linked up near Lippstadt sealing the Ruhr Pocket.

By 3 April, the German situation continued to deteriorate. At Paderborn, the SS armoured training academy units were virtually wiped out. By this time, the brigade's tactical situation was precarious, and *Westfalen* began an orderly withdrawal toward the Weser River.

SS-Regiment Meyer established defensive positions repelling four American attacks on 6 April, allowing time for their comrades to retreat across the Weser. The next day elements of 507. *Schwere Panzer Abteilung* and 512. *Schwere Panzerjäger Abteilung* caught American armour in a crossfire from both sides of the Weser River near Karlshofen. The action cost the Americans 17 tanks and delayed the American advance another day.

HARZ MOUNTAINS

Germany's crumbling war situation was disastrous for the morale of many units fighting on the Western Front, and it was even worse for the civil population. Many villages in the line of retreat for *SS-Panzerbrigade Westfalen* simply ran up the white flag and refused to allow the armed forces to

defend the area. However, despite the hopeless war situation and the complete lack of logistical support including basic rations, the men of *Westfalen* continued to fight on.

On 8 April, the *Oberkommando der Wehrmacht* (Supreme Command of the Armed Forces) ordered that the Harz Mountains within the Ruhr Pocket be declared a *Festung* (Fortress) and all remaining forces in the pocket fight to the last man.

Festung Harz was also defended by several Flak batteries which could be employed against attacking armoured columns. By 11 April, *Westfalen* had reached their positions in the Harz Mountains. The few remaining tanks of 507. *Schwere Panzer Abteilung* along with the last two Jagdtigers of 512. *Schwere Panzerjäger Abteilung* engaged American armour, and destroyed over 10 Shermans.

Over the next four days many German units in the Harz Mountains were wiped out or simply disbanded. 507. *Schwere Panzer Abteilung* lost its final tanks on 12 April and the remaining crews were withdrawn. The final Jagdtiger of 512. *Schwere Panzerjäger Abteilung* was abandoned on 16 April, and the company simply ceased to exist.

The Americans continued to pound *Festung Harz*. The American 26th Infantry Division led the final assault operations in the area, supported by artillery and air power. German resistance remained tenacious, and the Americans had to use white phosphorous shells and flame-throwers to root out the last defenders.

By 20 April, the situation was hopeless. The surviving *Westfalen* commanders met and unanimously decided to disband the unit rather than to break out toward the Elbe. The members of *Westfalen* exchanged their uniforms for civilian clothing in an attempt to evade capture. Many made it back to their homes, but others were captured along the way. Despite being hastily assembled and only serving in the field for three weeks, *SS-Panzerbrigade Westfalen* gave a very good accounting of itself, dutifully defending the Fatherland and offering the stiffest resistance to American forces in the Ruhr Pocket.

SS-PANZERBRIGADE WESTFALEN SPECIAL RULES

SS-Panzerbrigade Westfalen uses all of the German special rules on pages 241 to 245 of the rulebook. In addition, it also uses the following special rules.

TAILOR MADE BATTLEGROUP

The shrinking front line meant that local forces were swept up into ad-hoc battlegroups to defend against attacks.

SS-Panzerbrigade Westfalen does not use the German Kampfgruppe special rule.

ENJOY THE WAR...

Fanatical to the end, the Waffen-SS will resist the American invaders with everything they've got.

When an SS platoon needs to take a Platoon Morale Check, instead of rolling a Motivation Test for the entire platoon, roll a die for each team in the platoon and any teams that have joined the platoon.

- On a result of 2+ the team continues and fights on
- On any other roll the team is Destroyed and is removed from the table.

If the platoon is required to take a Sole Survivor Motivation Test (see page 176 of the rulebook) it automatically fails the test and the platoon is Destroyed.

Company and Higher Command teams cannot re-roll a result for other teams using Enjoy the War, however they may re-roll their own result.

DEFENDERS OF THE RUHR

The defending troops in the Ruhr were fighting on German soil and when the enemy approached, they were prepared to fight for the Fatherland.

SS-Panzerbrigade Westfalen will Always Defend.

BAZOOKA TOWN

Panzerfaust Trap teams are rated **Fearless Trained**. You can find their characteristics in the German Arsenal on page 79.

PANZERFAUST AMBUSH

Panzerfaust Trap teams are never deployed at the start of the game. Instead, at the start of any Movement Step, the owning player may place any of their Panzerfaust Trap teams in any terrain feature in their own deployment area or No Man's Land such that the Panzerfaust Trap team is not within 2"/5cm of any enemy team.

Panzerfaust Trap teams may not deploy within 8"/20cm and in Line of Sight of a Recce team that is not Bogged Down, Bailed Out, or moved At the Double.

If there are any friendly teams within 4"/10cm, Panzerfaust Trap teams may not fire or Launch an Assault and must immediately Break Off when assaulted.

REPLACEMENT AND TRAINING TANKS

The vehicles of *SS-Panzerbrigade Westfalen* are old, tired tanks used for training panzer crews.

Vehicles from an Ersatz SS-Panzer Platoon and an Ersatz Schwere Panzer Platoon are all rated Unreliable (see page 61 of the rulebook) and do not benefit from either Wide-tracks or Tiger Ace abilities.

PANZERTRUPPEN STUDENT

The brigade was mostly comprised of Waffen-SS Panzertruppen (tank troops) students. Their classroom is now their battlefield.

Ersatz platoons do not use the Stormtrooper or Mission Tactics special rules.

PANZERTRUPPEN LEHRER

The students' own teachers now lead them in battle, offering lessons in fire and manoeuvre wherever possible.

The Company and 2iC Command teams of a SS-Panzerbrigade Westfalen HQ may use the Stormtrooper special rule on page 241 of the rulebook.

When the Company Command or 2iC Command team joins a platoon, that platoon may use the Stormtrooper special rule.

WELL HIDDEN

So long as a Panzerfaust Trap team remains where it was deployed it always counts as in Bulletproof Cover. If a Panzerfaust Trap team moves for any reason, it no longer benefits from Well Hidden.

FANATICAL FAUST-MEN

Panzerfaust Trap teams are Independent Teams. However, they may never Join a platoon or other Independent Teams.

Unlike normal Independent Teams, Panzerfaust Trap teams may Launch Assaults.

SS-PANZERBRIGADE WESTFALEN

SS ARMoured BRIGADE WESTFALEN

INFANTRY COMPANY

MOTIVATION AND SKILL

SS-Panzerbrigade Westfalen stood firm at a time where other German forces quit the field. Their steadfast defence of Paderborn forced the Allies to commit to a major attack to deal with them. SS-Panzerbrigade Westfalen is rated **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEADQUARTERS



SS-Panzerbrigade Westfalen HQ

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

COMBAT PLATOONS

INFANTRY



Ersatz SS-Aufklärungs Platoon

INFANTRY



Ersatz SS-Aufklärungs Platoon

INFANTRY



Ersatz SS-Aufklärungs Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Ersatz SS-Machine-gun Platoon

ARTILLERY



Ersatz SS-Mortar Platoon

RECONNAISSANCE



Ersatz SS-Scout Platoon

SUPPORT PLATOONS

ARMOUR



Ersatz SS-Panzer Platoon

507. Schwere Panzer Platoon

508. Schwere Panzer Platoon

Ersatz Schwere Panzer Platoon

ARMOUR



Ersatz SS-Panzer Platoon

507. Schwere Panzer Platoon

Schwere Panzer-jäger Platoon

INFANTRY



Volksgrenadier Platoon

Volkssturm Platoon

INFANTRY



Volksgrenadier Platoon

Volkssturm Platoon

ARTILLERY



Volks Light Artillery Battery

Volks Corps Artillery Battery

Volks Rocket Launcher Battery

ANTI-AIRCRAFT



Panzer Anti-aircraft Gun Platoon



Heavy Anti-aircraft Gun Battery

Light Anti-aircraft Gun Battery

ALLIED PLATOONS



Your force is from the Waffen-SS.

Heer (marked ) and Luftwaffe (marked ) platoons in your force are Allies and as such use the Reich Divided special rule on page 242 of the rulebook.





HEADQUARTERS

SS-PANZERBRIGADE WESTFALEN HQ

HEADQUARTERS

Company HQ	60 points
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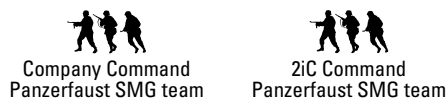
OPTIONS

- Add up to three Panzerschreck teams for +25 points per team.
- Add up to four Panzerfaust trap teams for +20 points per team.
- Add up to three Sniper teams for +50 points per team.

SS-Panzerbrigade Westfalen served as the linchpin of the German defence of the Paderborn area. The brigade was commanded by *SS-Obersturmbannführer* Hans Stern and fielded two regiments. The unit was a motley collection of training and convalescent forces supported by heavy armour and various infantry formations.

HAUPTSTURMFÜHRER

HAUPTSTURMFÜHRER



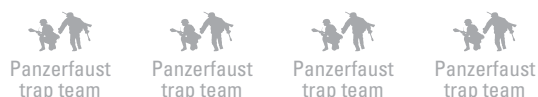
COMPANY HQ

UNTERSCHARFÜHRER



ANTI-TANK SECTION

UNTERSCHARFÜHRER



PANZERFAUST TRAP TEAMS

SS-PANZERBRIGADE WESTFALEN HQ

COMBAT PLATOONS

ERSATZ SS-AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

3 Aufklärungs Squads	200 points
2 Aufklärungs Squads	145 points

OPTION

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

The men of *SS-Panzerbrigade Westfalen* stand ready to fight and hold out against the Allies to the last man. Though short on equipment, rations, and transportation, they are resolute in doing their duty for the Fatherland. Equipment levels may be sporadic, but panzerfausts are certainly in good supply. These can be used against both enemy tanks and infantry to stop them from closing the Ruhr Pocket.

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



HQ SECTION

UNTERSCHARFÜHRER



AUFKLÄRUNGS SQUAD

UNTERSCHARFÜHRER



AUFKLÄRUNGS SQUAD

UNTERSCHARFÜHRER



AUFKLÄRUNGS SQUAD

ERSATZ SS-AUFKLÄRUNGS PLATOON

WEAPONS PLATOONS

ERSATZ SS-MACHINE-GUN PLATOON

PLATOON

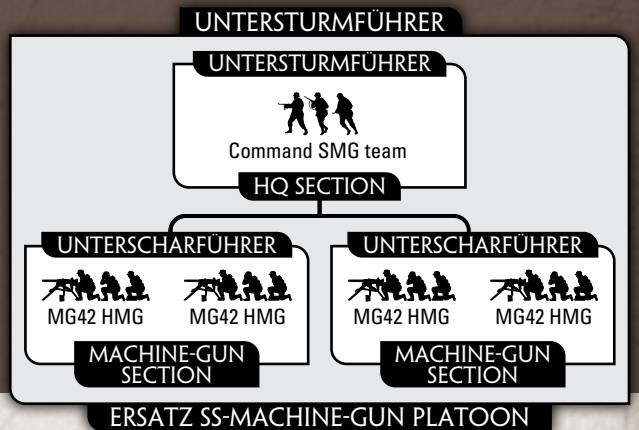
HQ Section with:

4 MG42	115 points
2 MG42	60 points

OPTION

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

Ersatz SS-Machine-gun Platoons may make Combat Attachments to Ersatz SS-Aufklarungs Platoons.



ERSATZ SS-MORTAR PLATOON

PLATOON

HQ Section with:

4 8cm GW34	95 points
2 8cm GW34	50 points

OPTIONS

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.
- Add Observer Rifle team for +15 points.

SS-Panzerbrigade Westfalen uses tried and true 8cm GW34 mortars to support its troops. They provide vitally needed fire and smoke screen support. Use these mortars to cover your advance or dig out enemy infantry and gun teams.



ERSATZ SS-SCOUT PLATOON

PLATOON

HQ Section with:

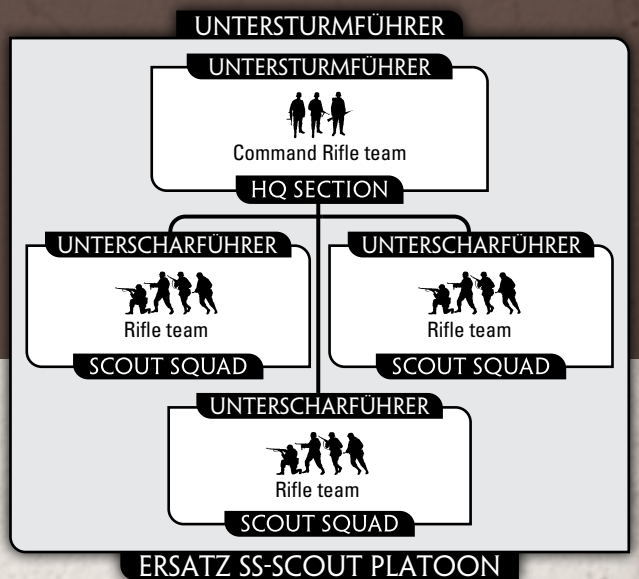
3 Scout Squads	85 points
2 Scout Squads	65 points

OPTION

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

An Ersatz SS-Scout Platoons is a Reconnaissance Platoon.

Scout teams on foot brave enemy fire, often closing to within metres of the enemy, but they are able to obtain vital intelligence needed by the brigade to strike the enemy where it matters.





SUPPORT PLATOONS

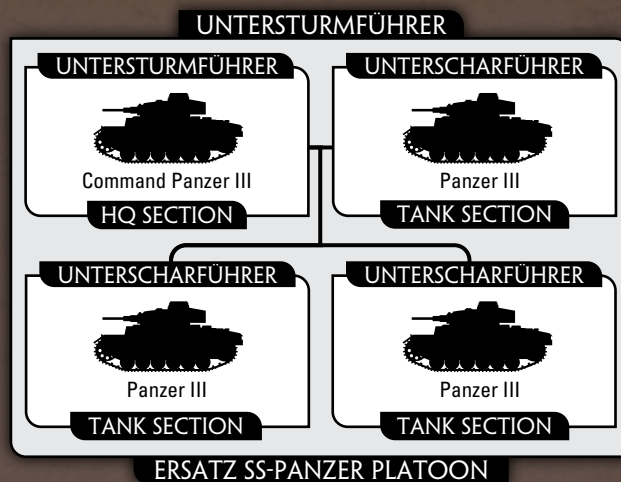
ERSATZ SS-PANZER PLATOON

PLATOON

4 Panzer III L or M	200 points
3 Panzer III L or M	150 points
2 Panzer III L or M	100 points

OPTIONS

- Replace up to two Panzer III L or M tanks with Panzer III N tanks at no cost.
- Replace up to two Panzer III L or M tanks with Panzer IV G or H tanks for +15 points per tank.
- Add Schurzen sideskirts to any or all tanks for +5 points per tank.



Tanks in a Ersatz SS-Panzer Platoon are Unreliable and do not use the Mission Tactics or Stormtroopers special rules.

Camp Senne was home to an SS armoured training centre. As American forces approached the area, the training tanks—mostly Panzer III and early Panzer IV tanks—were pressed into service. These were used to good effect by the brigade, scoring a few kills on enemy tanks.

507. SCHWERE PANZER PLATOON

PLATOON

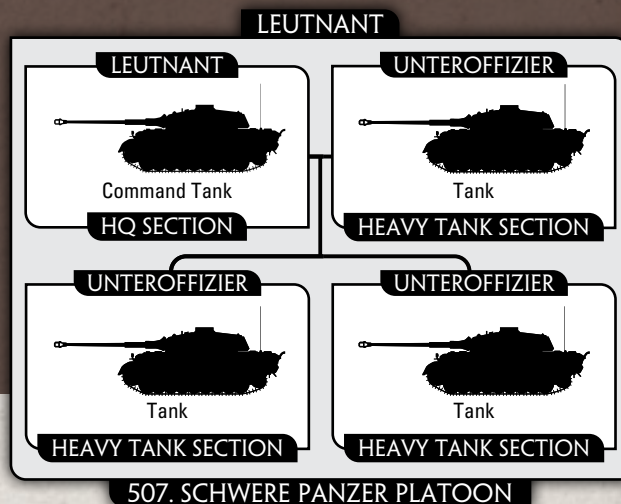
4 Königstiger (Henschel)	1200 points
3 Königstiger (Henschel)	900 points
2 Königstiger (Henschel)	600 points
1 Königstiger (Henschel)	300 points
3 Jagdpanther	675 points
2 Jagdpanther	450 points
1 Jagdpanther	225 points

All tanks from a 507. Schwere Panzer Platoon use the Tiger Ace special rules (see page 244 of the rulebook).

If your 507. Schwere Panzer Platoon is equipped with Jagdpanther tanks, where a Tiger Ace skill refers to Tiger tanks or 8.8cm tank guns, treat that as referring to a Jagdpanther and its main gun instead.

The 507. Schwere Panzer Abteilung has seen a lot of combat since its formation. A 507. Schwere Panzer Platoon is rated **Reluctant Veteran**.

RELUCTANT VETERAN



507. Schwere Panzer Abteilung was refitting in the area of Camp Senne and was attached to SS-Panzerbrigade Westfalen during the battles at Paderborn and in the Harz Redoubt. Fielding the mighty Königstiger and, unusually, a few Jagdpanther tank-hunters as well, the battalion took a heavy toll on American armour.

508. SCHWERE PANZER PLATOON

PLATOON

4 Panther G	520 points
3 Panther G	385 points
2 Panther G	260 points

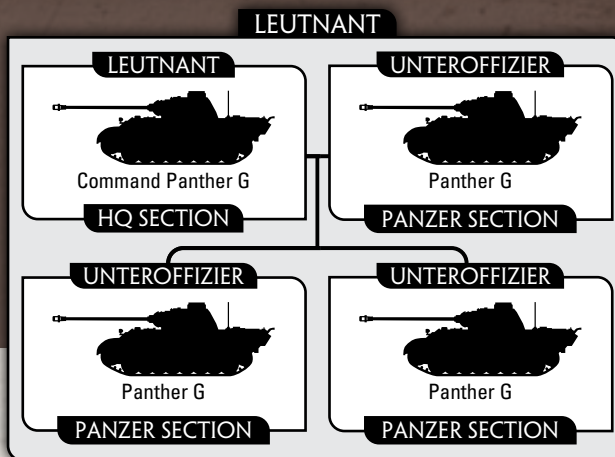
OPTION

- Replace up to one Panther tank with a Tiger I E tank for +5 points.

A 508. Schwere Panzer Platoon **does not** use the Tiger Aces special rules.

The fresh crews of the 508. Schwere Panzer Abteilung have experienced a fast and furious war. A 508. Schwere Panzer Platoon is rated **Reluctant Trained**.

RELUCTANT | **TRAINED**



508. SCHWERE PANZER PLATOON

The remnants from one company of 508. Schwere Panzer Abteilung were also in the region, though at this point the unit was using Panther tanks with one venerable Tiger I E available. The crews have not seen a great deal of front-line combat, but their Panther and Tiger tanks remain credible threats to Allied armour and infantry.

ERSATZ SCHWERE PANZER PLATOON

PLATOON

2 Tiger I E	250 points
1 Tiger I E	125 points

ADD

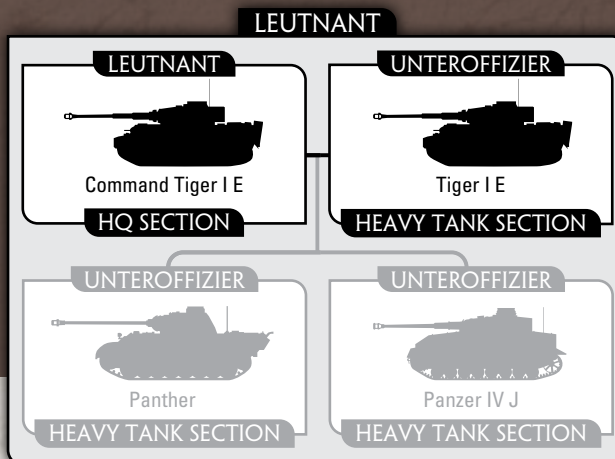
1 Panther A, D, or G	+120 points
1 Panzer IV J	+55 points

Tanks in an Ersatz Schwere Panzer Platoon are Unreliable and **do not** use the Wide-tracks, Mission Tactics or Stormtroopers special rules.

An Ersatz Schwere Panzer Platoon **does not** use the Tiger Aces special rules.

The remnants of the 501. Schwere Panzerabteilung were equipped with training tanks and sent into battle. An Ersatz Schwere Panzer Platoon is rated **Reluctant Trained**.

RELUCTANT | **TRAINED**



ERSATZ SCHWERE PANZER PLATOON

The survivors of the first and second companies of 501. Schwere Panzer Abteilung were transferred to 512. Schwere Panzerjäger Abteilung. However, the third company remained in Paderborn awaiting replacement vehicles. As the Allied advance neared the city, the unit drew vehicles from Panzer Ersatz und Ausbildungs Abteilung 500 and joined in the defence.





SCHWERE PANZERJÄGER PLATOON

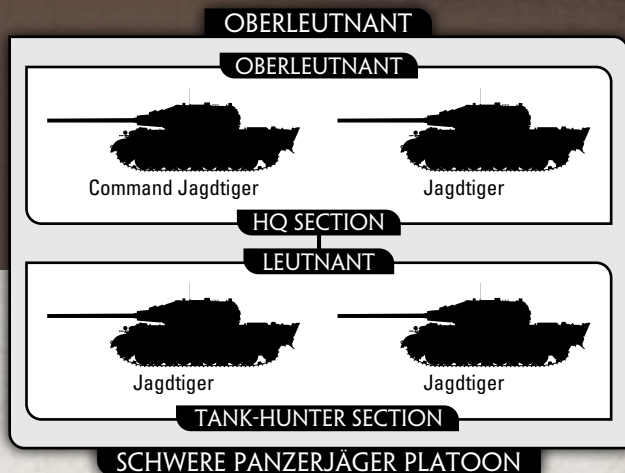
PLATOON

4 Jagdtiger	1200 points
3 Jagdtiger	900 points
2 Jagdtiger	600 points
1 Jagdtiger	300 points

3. Kompanie, 512. Schwere Panzerjäger Abteilung fought with distinction near Paderborn. A Schwere Panzerjäger Platoon is rated **Confident Trained**.

CONFIDENT | **TRAINED**

The five Jagdtiger heavy tank-hunters of 3. Kompanie, 512. Schwere Panzerjäger Abteilung were commanded by Oberleutnant Schrader. It remained in the Paderborn area and provided support to SS-Panzerbrigade Westfalen and



507. Schwere Panzer Abteilung. The unit fought tenaciously, with their final two vehicles fighting on narrow transport tracks in the last days of the war.

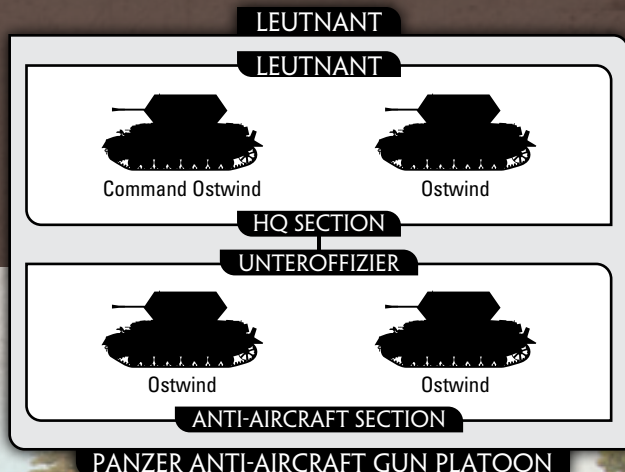
PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

4 Ostwind	210 points
3 Ostwind	160 points
2 Ostwind	105 points

Flak panzer platoons continue to provide anti-aircraft protection for their comrades. A Panzer Anti-aircraft Gun Platoon is rated **Reluctant Veteran**.

RELUCTANT | **VETERAN**



GERMAN SUPPORT

PANZER SUPPORT PLATOONS

MOTIVATION AND SKILL

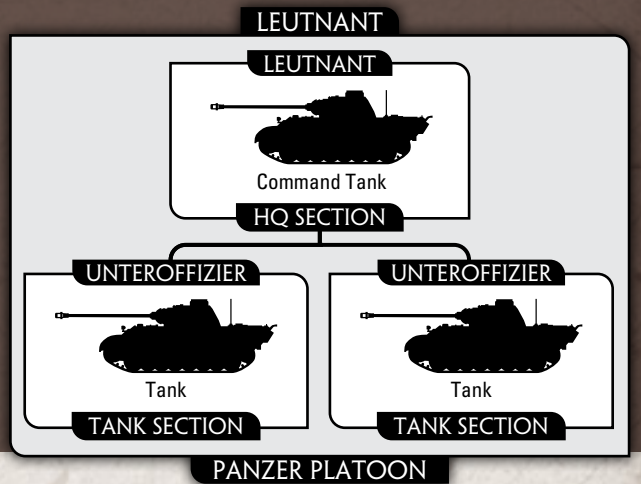
The Panzer divisions have been at the spearpoint of Germany's greatest offensives for many years. They have also been the vital counterattacking force in defence operations. Panzer Support Platoons are rated **Reluctant Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

PANZER PLATOON

PLATOON

3 Panther G	505 points
2 Panther G	335 points
3 Panzer IV J	230 points
2 Panzer IV J	155 points
3 Panzer IV/70 (V)	395 points
2 Panzer IV/70 (V)	265 points
3 StuG G (late)	260 points
2 StuG G (late)	175 points



Although reduced by the recent hard fighting, there are several panzer divisions and assault gun battalions still fighting in the Ruhr Pocket, including *9. Panzer Division* and *11. Panzer Division*.

The panzer divisions still serve as the cornerstone of the German army and launch regular local attacks to halt the Allied advance. The turreted tanks can easily bolster other forces, while the tank hunters and assault guns are ambush specialists.

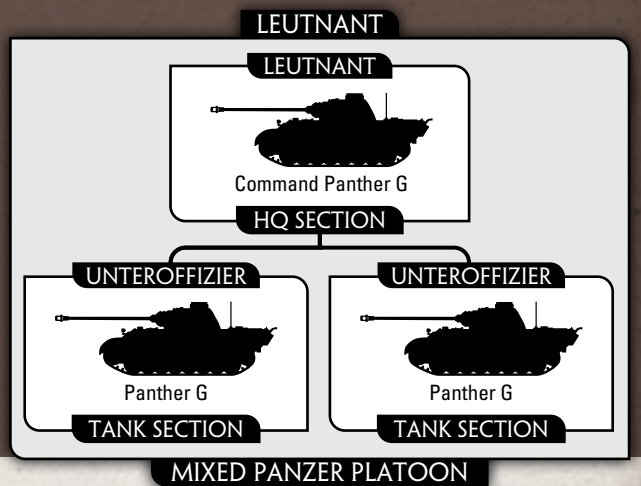
MIXED PANZER PLATOON

PLATOON

3 Panther G	505 points
2 Panther G	335 points

OPTIONS

- Replace up to two Panther G with Panzer III L or M for -110 points per tank.
- Replace up to two Panther G with Panzer IV J for -90 points or StuG IV for -85 points per tank.
- Add Schürzen to any or all Panzer III tanks for +5 points per tank.



In some cases, formations have been reduced to only a few remaining vehicles. These are grouped together in small battlegroups to form platoons. Despite the sometimes outdated

nature of their equipment, the units continue to fight on and fight well in defence of the Fatherland.

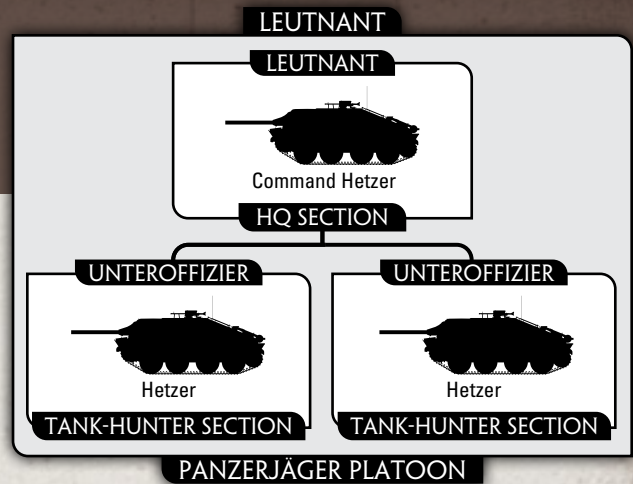


PANZERJÄGER PLATOON

PLATOON

3 Hetzer	230 points
2 Hetzer	155 points

By 1945, the venerable Panzerjäger 38(t), better known as the Hetzer, was the primary tank-hunter in the Ruhr Pocket. The tank's low silhouette and reasonably powerful gun made it a deadly opponent for hapless American tanks that wandered into its sights.



PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

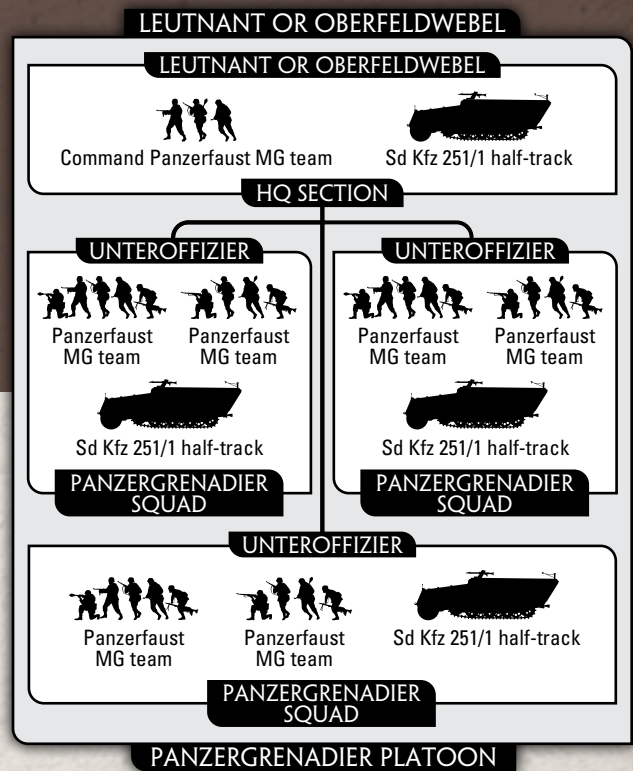
3 Panzergrenadier Squads	215 points
2 Panzergrenadier Squads	155 points

OPTION

- Replace the Sd Kfz 251/1 half-track in the HQ Section with an Sd Kfz 251/17 (2cm) half-track or an Sd Kfz 251/21 (15mm) half-track for +5 points.

A Panzergrenadier Platoon may use the German Mounted Assault special rule on page 243 of the rulebook.

3. Panzergrenadier Division and many other panzergrenadier formations are defending the Ruhr from Allied forces. At a time when mobility and fuel are at a premium, these mobile armoured infantry formations are vital to shoring up defensive lines. Though the war situation is desperate, these units are still well-equipped and deadly.

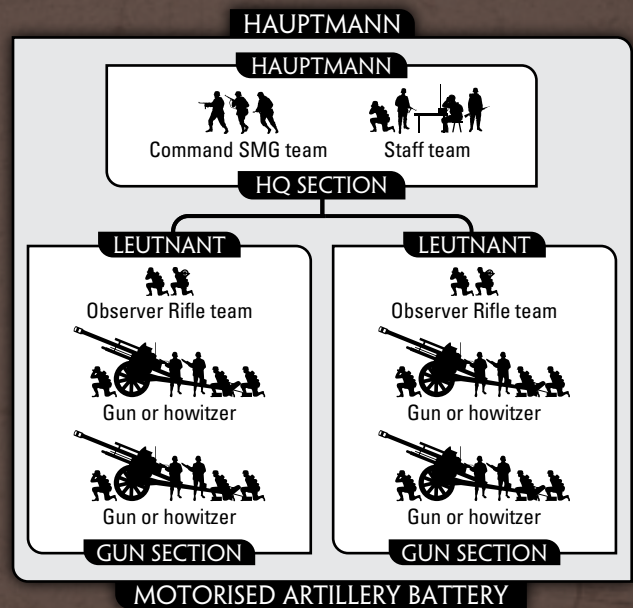


MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section and:

2 Gun Sections with 4 10.5cm leFH18/40	185 points
1 Gun Section with 2 10.5cm leFH18/40	95 points
2 Gun Sections with 4 15cm sFH18	270 points
1 Gun Section with 2 15cm sFH18	140 points
2 Gun Sections with 4 s10cm K18	290 points
1 Gun Section with 2 s10cm K18	150 points



GRENADIER SUPPORT PLATOONS

MOTIVATION AND SKILL

The war has been long and tough on the grenadier formations of the Wehrmacht, with new divisions being raised and sent into action. Unless otherwise noted, all Grenadier Support Platoons are rated either **Reluctant Veteran** or **Reluctant Trained**.

V VETERAN DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

T TRAINED DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

VOLKSGRENADIER PLATOON

PLATOON

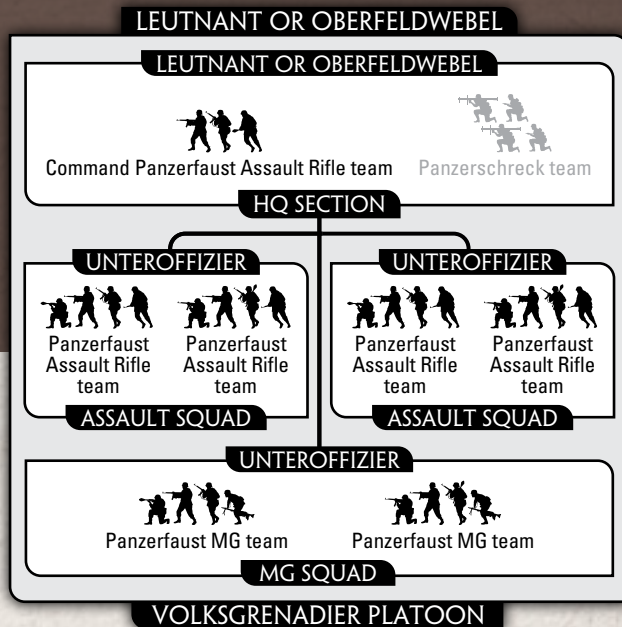
HQ Section with:

	V	T
2 Assault Squads and 1 MG Squad	210 points	160 points
2 Assault Squads	155 points	120 points

OPTION

- Add a Panzerschreck team for +20 points.

Volksgrenadier platoons are a relatively new addition to the German order of battle. They are exceptionally well equipped with the most modern equipment, including the Sturmgewehr 44 assault rifle, machine-guns, and panzerfausts. The platoon can put down a withering amount of fire and is deadly to enemy infantry and armour alike on both the attack and defence.



VOLKSSTURM PLATOON

PLATOON

HQ Section with:

4 Volkssturm Squads	105 points
3 Volkssturm Squads	85 points

OPTION

- Replace up to one Panzerfaust Rifle team with an MG08/15 LMG team for -5 points.

LOCAL MILITIA

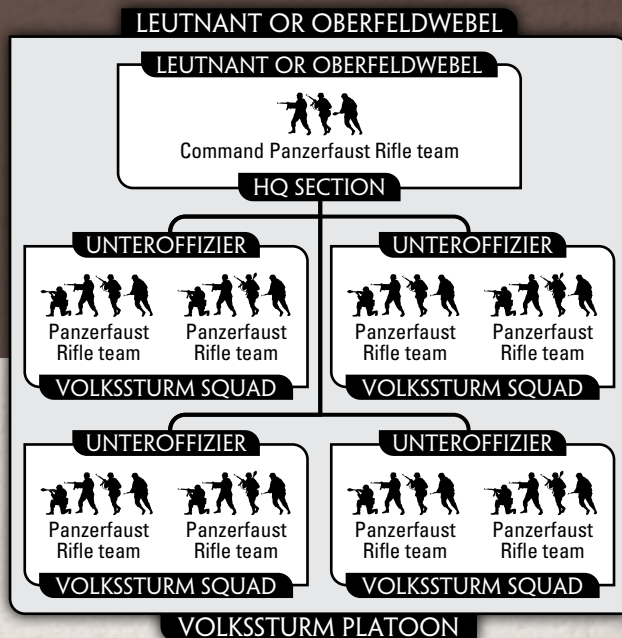
Volkssturm Platoons do not use the German Stormtrooper or Mission Tactics special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

In addition, a Volkssturm Platoon always begins the game in Prepared Positions.

*World War I veterans, civilian conscripts, old men, young boys, they have all answered the call of the Fatherland. A Volkssturm Platoon is rated **Reluctant Conscript**.*

RELUCTANT CONSCRIPT

Volkssturm Platoons in your force are Allies and follow the Allied Platoon rules on page 70 of the rulebook.



With the tide of war now against Germany, the *Volkssturm* (People's Militia) represent its last line of defence. The *Volkssturm* was drawn from ranks of the population previously considered unfit for military service, including younger boys (aged 13-18) and older men (many of whom were veterans of World War I). After being called up, the units received only rudimentary military training, and their equipment was a motley collection of standard issue German equipment and simplified weapons designed for militia use.



GEBIRGSJÄGER PLATOON

PLATOON

HQ Section with:

3 Jäger Squads	220 points
2 Jäger Squads	155 points

OPTIONS

- Replace Command Panzerfaust Rifle/MG team with a Command Panzerfaust SMG team at no cost.
- Add a Panzerschreck team for +25 points.

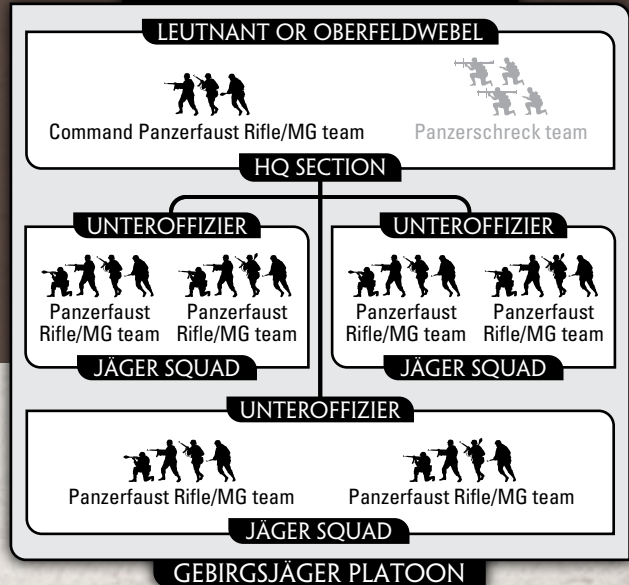
Gebirgsjäger Platoons are Mountaineers (see page 61 of the rulebook).

*The Gebirgsjäger retain their elite, professional status. A Gebirgsjäger Platoon is rated **Confident Veteran**.*

CONFIDENT VETERAN

2. Gebirgs Division (2nd Mountain Division) fought alongside 654. Schwere Panzerjäger Abteilung in the Alsace region.

LEUTNANT OR OBERFELDWEBEL



Their tenacity and superior skill in rough terrain were an asset during the Nordwind offensive and in repelling the subsequent Allied counter-attacks

VOLKS LIGHT ARTILLERY BATTERY

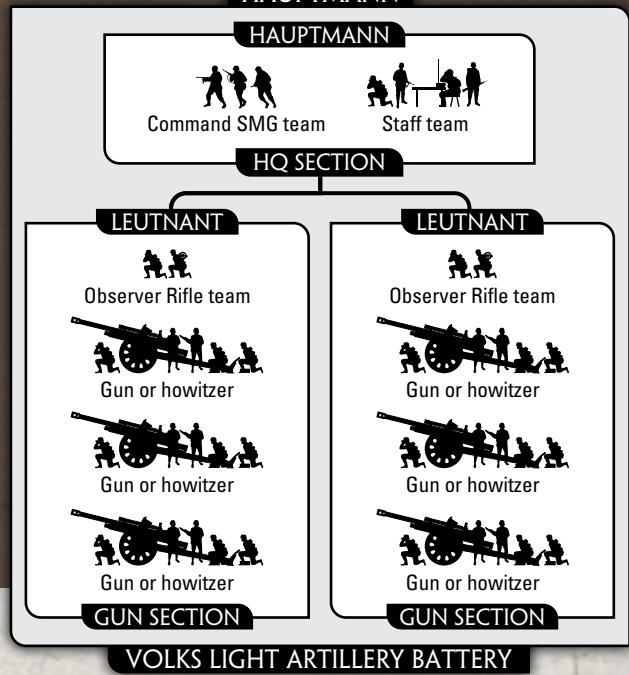
PLATOON

HQ Section and:

	V	T
2 Gun Sections with: 6 10.5cm leFH18/40	255 points	195 points
1 Gun Section with: 3 10.5cm leFH18/40	135 points	105 points
2 Gun Sections with: 6 7.5cm FK40 (PaK40)	295 points	225 points
1 Gun Section with: 3 7.5cm FK40 (PaK40)	160 points	120 points
2 Gun Sections with: 6 15cm sFH18	380 points	290 points
1 Gun Section with: 3 15cm sFH18	205 points	155 points

A Light Artillery Battery may not be placed from Ambush within 16"/40cm of enemy teams.

HAUPTMANN



VOLKS CORPS ARTILLERY BATTERY PLATOON

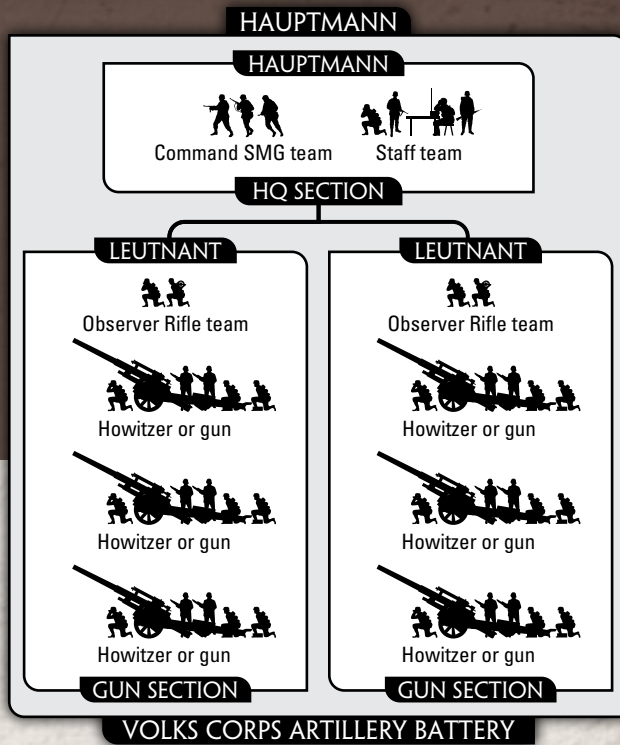
HQ Section and:

2 Gun Sections with 6 15.2cm KH433(r) (ML-20)	315 points
1 Gun Section with 3 15.2cm KH433(r) (ML-20)	165 points
2 Gun Sections with 6 8.8cm FK43 (PaK43)	425 points
1 Gun Section with 3 8.8cm FK43 (PaK43)	225 points

A Volks Corps Artillery Battery is rated **Reluctant Trained**.

RELUCTANT **TRAINED**

Volksgrenadier heavy artillery batteries use captured Soviet 15.2cm guns and a modified version of the deadly 8.8cm PaK43 gun. The 15.2cm guns can decimate even heavily dug in enemy formations, while the 8.8cm guns work equally well as artillery and in the anti-tank role.



VOLKS ROCKET LAUNCHER BATTERY

PLATOON

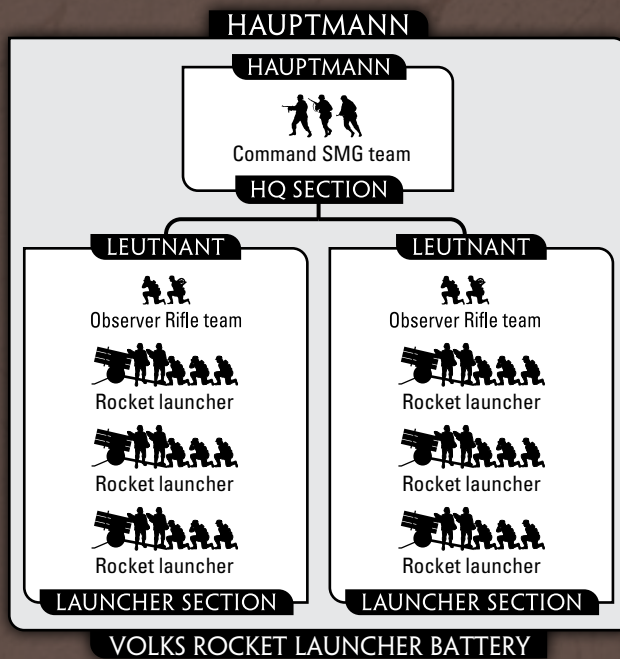
HQ Section and:

2 Launcher Sections with 6 15cm NW41	135 points
1 Launcher Section with 3 15cm NW41	70 points
2 Launcher Sections with 6 21cm NW42	160 points
1 Launcher Section with 3 21cm NW42	85 points
2 Launcher Sections with 6 30cm NW42	195 points
1 Launcher Section with 3 30cm NW42	100 points

A Volks Rocket Launcher Battery is rated **Reluctant Trained**.

RELUCTANT **TRAINED**

The Nebelwerfer rocket launchers now come in a variety of calibres from 15cm rockets up to massive 30cm rockets. These mobile rocket launchers saturate an area with numerous high explosive charges in a short period of time. The distinctive screaming sound of the rockets also serves to terrify and pin down enemy forces, allowing successful assaults.



SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

LUFTWAFFE SUPPORT PLATOONS

MOTIVATION AND SKILL

The mission of the Luftwaffe ground forces in the Ruhr now includes engaging enemy ground forces as well as their old enemy, the Allied air forces. Luftwaffe Support Platoons are rated Reluctant Trained.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEAVY ANTI-AIRCRAFT GUN BATTERY

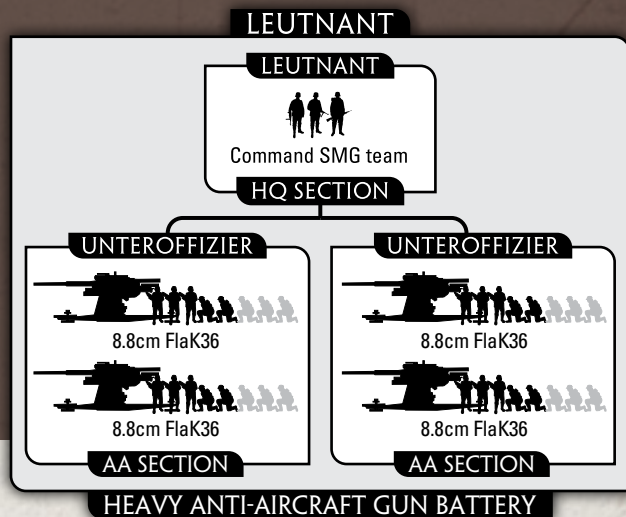
PLATOON

HQ Section with:

4 8.8cm FlaK36	180 points
3 8.8cm FlaK36	135 points
2 8.8cm FlaK36	90 points

OPTION

- Model all 8.8cm FlaK36 guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.



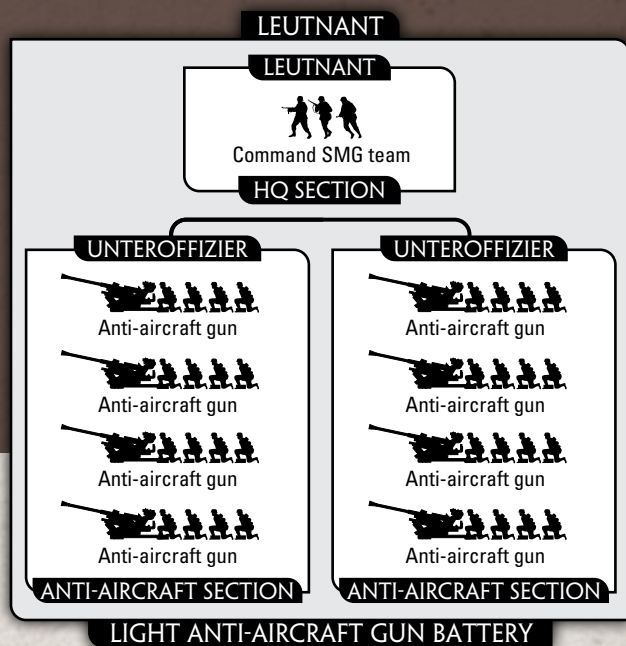
LIGHT ANTI-AIRCRAFT GUN BATTERY

PLATOON

HQ Section with:

8 2cm FlaK38	115 points
4 2cm FlaK38	65 points
8 2cm Flakvierling 38	135 points
4 2cm Flakvierling 38	75 points
6 3.7cm FlaK43	125 points
3 3.7cm FlaK43	65 points

The Ruhr was the heart of German industry, and as such, the Allies had spent years targeting the area with bombers. Therefore, the Germans saturated the area with Flak batteries to defend their vital industries. With the Allies now assaulting the area with ground forces, the Flak formations turn their sights to ground attack aircraft and the invading troops.



AIR SUPPORT

SPORADIC AIR SUPPORT

Arado 234 B	110 points
Me 262 A2a Sturmvogel	105 points
FW 190 F	100 points



HIGH-SPEED JET

Ground attacks by Arado 234 B and Me 262 A2a aircraft cannot be intercepted using the Fighter Interception rule on page 179 of the rulebook.

Between 7 March and 17 March, the Ludendorff bridge was under constant attack by Arado bombers armed with 1000kg bombs. The bombers failed to destroy the bridge, but it eventually fell into the Rhine due to battle damage.

GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
Panzer III L or M 5cm KwK39 gun	Standard Tank 24"/60cm	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer III N 7.5cm KwK37 gun	Standard Tank 24"/60cm	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer IV G or H 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer IV J 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Slow traverse.
Panther A, D, or G 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.

HEAVY TANKS

Tiger I E 8.8cm KwK36 gun	Slow Tank 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. Slow traverse.
Königstiger (Henschel) 8.8cm KwK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. Slow traverse.

TANK HUNTERS

Jagdtiger 12.8cm PaK44 gun	Slow Tank 48"/120cm	16 2	8 17	2 2+	Hull MG, Overloaded, Unreliable. Breakthrough gun, Hull mounted.
Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Panzer IV/70 (V) 7.5cm PaK42 gun	Slow Tank 32"/80cm	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. Hull mounted.
Hetzer 7.5cm PaK39 gun	Standard Tank 32"/80cm	7 2	2 11	1 3+	Hull MG, Overloaded. Hull mounted.
Hornisse 8.8cm PaK43 gun	Standard Tank 40"/100cm	1 2	1 16	0 3+	AA MG, Protected Ammo. Hull mounted.

ASSAULT GUNS

StuG G (late) 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Hull mounted.
StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.

ANTI-AIRCRAFT

Möbelwagen 3.7cm FlaK43 gun	Standard Tank 24"/60cm	0 4	0 6	0 4+	Anti-aircraft.
Wirbelwind 2cm FlaK38 (V) gun	Standard Tank 16"/40cm	3 6	1 5	0 5+	Hull MG. Anti-aircraft.
Ostwind 3.7cm FlaK43 gun	Standard Tank 24"/60cm	3 4	1 6	0 4+	Hull MG. Anti-aircraft.

VEHICLE MACHINE-GUNS

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

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Arado 234 B	Bombs	4+	6	1+	High-speed Jet.
Me 262 A2a Sturmvogel	Cannon	3+	9	5+	High-speed Jet.
	Bombs	4+	5	2+	
FW 190F	Cannon	3+	7	5+	
	Bombs	4+	5	1+	

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.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
2cm Flak38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
2cm Flakvierling 38 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.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Turntable.
7.5cm FK40 (PaK40) gun	Medium	32"/80cm	2	12	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
8.8cm FK43 (PaK43) gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
Firing bombardments		88"/220cm	-	3	5+	
10.5cm leFH18/40 gun	Heavy	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 gun	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15.2cm KH433(r) (ML-20) gun	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		88"/220cm	-	5	2+	
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.
30cm NW42 rocket launcher	Light	56"/140cm	-	3	1+	Rocket launcher, Super-heavy rockets.

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.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank assault 5.
Panzerfaust Trap team	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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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TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
ARMoured PERSONNEL CARRIERS					
Sd Kfz 251/1 C or D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/17 (2cm) half-track 2cm KwK38 gun	Half-tracked 16"/40cm	1 3	0 5	0 5+	Passenger-fired AA MG. Self-defence Anti-aircraft.
Sd Kfz 251/21 (15mm) half-track MG151/15 gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Self-defence Anti-aircraft.
RECOVERY VEHICLES					
Bergepanther recovery vehicle	Standard Tank	10	5	0	Wide tracks, Recovery vehicle.

PAINTING GERMAN VEHICLES



1945 TANK SCHEMES

PERIOD	PRIMER	BASE COLOUR	CAMO COLOUR (OPTIONAL)	CAMO COLOUR (OPTIONAL)
LATE 1944 - MAY 1945	 Cavalry Brown	N/A	 Middlestone	 Reflective Green
AFTER JANUARY 1945	 Cavalry Brown	 Reflective Green	 Middlestone	 Chocolate Brown
FROM 1945	 Cavalry Brown	 Camo Beige	 Reflective Green	 Chocolate Brown

Camouflage was applied over the red-oxide primer undercoat. Often only one camo colour was used, and not applied to the wheels.



In 1945 the colour of the standard Dunkelgelb (dark yellow) changed to a more beige-like colour than its 1944 predecessor.

AUSBILDUNGS (TRAINING) TANKS	 Cavalry Brown	 OR Middlestone or Camo Beige
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Reinforcement tanks were usually refurbished (repainted in **Camo Beige**) or second-hand (left in their colour scheme).



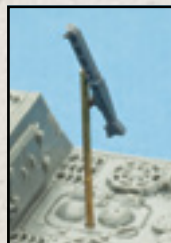
JADGTIGER DETAILS

Shown here are some examples of details you can add to (or remove from) a Jagdtiger to make each tank in your company unique. Most of the features are appropriate for other German tanks as well, but as always use historical photos as a reference.

Gun barrels were coated in a heat-resistant grey primer, and replacement barrels often weren't repainted. A good colour for this is a mix of **Black Grey** and **London Grey**.



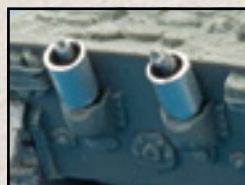
Mud guards were mounted on small metal plates which would be visible when the mudguards were removed. These can be added by flattening some sculpting putty onto the hull. Then, when it is firm but not fully cured, use a knife to cut away excess putty, leaving small pairs of rectangles.



Some Jagdtiger crews mounted their vehicle's hull machine-gun on the engine deck for AA use during daytime road marches. This is another cool way to distinguish your command tank. This can be done simply with thin brass rod and an MG42 from the plastic half-track sprue on top.



Some Jagdtigers had some or all spare track mounts removed. Here, the middle rows have been removed with a sharp knife. You can remove tools and cleaning rods in the same way. Fix up any damage to the hull with a bit of sculpting putty.

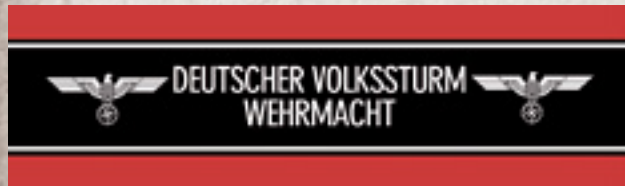


At night, exhausts would glow bright with heat, obviously not ideal for hiding from the enemy. So crews often put covers over them. This can be simulated easily with thin plastic or aluminium tubes.

PAINTING VOLKSSTURM

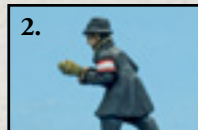
The Volkssturm was the German equivalent of Britain's famous Home Guard, conscripting able-bodied males from 16-60 who were not already serving in the armed forces. The Volkssturm was categorised into four 'Levies', depending on their suitability for service; in practice, only the first and second Levies are likely to have seen any real service.

VOLKSSTURM ARMBANDS



The only official uniform of the Volkssturm consisted of an armband. Painting the armband is easier than it looks.

1. Paint the whole armband **Flat Red**;
2. Paint a band of **White** across the middle of the armband;
3. Paint a narrower band of **Black**, leaving a thin line of white showing at the top and bottom.



If you don't have a steady hand, or if you don't like spending time painting fine detail, don't worry - there were also earlier versions of the armband in either solid **White** or solid yellow (**Deep Yellow**).



WEHRMACHT UNIFORMS

The better-supplied Volkssturm units, particularly those in the first Levy, were issued as many military uniforms as possible, from whatever sources were available. These were mostly **Field Grey** but included some camouflage gear, and even Luftwaffe items (**Luftwaffe Uniform**). All had markings such as collar patches and shoulder straps removed.

NSDAP UNIFORMS

Many Volkssturm recruits would have owned paramilitary uniforms from Nazi Party organisations such as the Hitlerjugend, Reichsarbeitsdienst (Reich Labour Service) and Sturmabteilung.

The official instructions were for Party uniform items to be dyed **Field Grey**, but often this was not possible, so you may choose to paint some uniform items, such as greatcoats, the distinctive light brown colour iconic of the Nazi 'brownshirt'. (**Green Brown**, highlighted with **Green Ochre**).

As well as the familiar brown uniform, the Hitlerjugend had a navy blue winter uniform.



CIVILIAN CLOTHING

Many Volkssturm men received no uniforms at all, other than their armband, and had to provide their own suitable hard-wearing clothing. Civilian clothes seem like an opportunity to depart from the drab military palette of typical army uniforms. But you should try to stick to fairly dark, muted colours, which predominated in typical 1940s clothing, particularly the sort of practical outdoor garb favoured by the Volkssturm.

BLACK

Some people find it difficult to highlight black. One useful tip is that even a very dark grey like **Black Grey** looks bright compared to pure black; try mixing it with a little black for more subtle highlights.



GREY

Almost any shade of medium to dark grey is appropriate. Suggestions: **Black Grey**, **German Grey**, **London Grey**, **Luftwaffe Uniform**.



BLUE

Pure blue shades like **Dark Blue** will look too bright and garish on their own. Mix them with grey or black to produce a suitably muted colour.



BROWN

As with grey, almost any shade of brown will do. Suggestions: **Camo Medium Brown**, **Field Drab**, **British Battledress**, **Flat Earth**.



This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



'We have a bridge intact across the river at Checkpoint 15 [Remagen]. Shall I continue to hold this bridgehead in view of the new mission south? We have one company across at 16:10.'

—General William M Hoge,
Combat Command B,
US 9th Armored Division

The US Army is charging for the Rhine, the last physical barrier to the German heartland. Leading the march of the US First Army is Combat Command B of the 9th Armored Division. The Rhine has always been the objective, but no one expects the Germans to leave any of the bridges across the river intact.

On 7 March 1945, lead elements of Task Force Engeman discover that Remagen's Ludendorff Bridge is still intact, and Brigadier General Hoge instantly recognises that a decisive battle is upon his troops. He orders the bridge to be captured.

Meanwhile, Major Hans Scheller, commander of the German defenders, gives the order for the bridge to be demolished. As the first American soldiers set foot on the bridge, it explodes in a massive plume of smoke and debris. After the dust settles, everyone is stunned to find the bridge still stands.

The fight for the Ruhr is on...

INSIDE YOU WILL FIND:

- The history of the battle for the Rhine, including the battles of Remagen and the Ruhr Pocket.
- History of the development of the M26 Pershing heavy tank, the 9th Armored Division's battle for the Ludendorff Bridge, and the Lucky 38th Cavalry Reconnaissance Squadron.
- The option to field a US Tank Company, Light Tank Company, Armored Rifle Company, and a Cavalry Recon Squadron.
- History of the defenders of the Ruhr, including 512. and 654. *Schwere Panzerjäger Abteilung*, the 506. *Schwere Panzer Abteilung*, and *SS-Panzerbrigade Westfalen*.
- The option to field a *Schwere Panzerjägerkompanie* equipped with Jagdtiger or Jagdpanther tank-hunters, a *Schwere Panzerkompanie* with formidable Königstiger heavy tanks, or a fanatical group of infantry from *SS-Panzerbrigade Westfalen*.
- Inspirational colour photos.

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