

DESPERATE MEASURES!

TANK BATTLES FOR EASTERN GERMANY, JANUARY-APRIL 1945



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME



In *Flames Of War* you take on the role of a field commander manoeuvring his troops across the battlefields of World War II. This classic period of warfare is brought to life in your own game room. *Desperate Measures* allows you to field forces from the Soviet Union and Germany during the early offensives of 1945. You'll also need the *Flames Of War* rulebook, as it contains all the rules and national characteristics you need to fight miniature World War II battles.

WHY COLLECT A FORCE FROM DESPERATE MEASURES?

Desperate Measures plunges you into the battles of early 1945 on the East Front. Take command of the Red Army's tank and mechanised forces as they close in on the German heartland from the east, bent on revenge and finishing the war at all costs. Choose from freshly arrived and fully-equipped Soviet reinforcements, or lead the hardened survivors of past campaigns, seeking to make good on their comrades' sacrifices.

Command a German *Panzertruppen* (armoured troops) *Kampfgruppe* (battlegroup), equipped with excellent and powerful equipment. Or, as a *Ausbildungs Panzerlehrer* (Replacement Tank Instructor), lead your panzer students into battle with their training tanks. Take up your position on the line and counterattack to defend the Fatherland from the Bolshevik horde!

HOW THIS BATTLE BOOK WORKS

The Intelligence Briefings in this book give you the choices of six Soviet and four German companies based on historical examples that fought from January to March 1945.

Each Army is made up of platoons, each platoon has an associated points cost based upon its size and the additional options that you select for them. You and your opponent should select your forces to an agreed points value.

HOW TO BUILD A FORCE

In *Flames Of War* games you will command a company with several platoons. Each company includes:

Company Headquarters - The company headquarters platoon is required—without it you have no command! When you choose your force the first thing you should purchase with your points is your company headquarters.

Combat Platoons - At least two combat platoons are usually required, sometimes three or more. These platoons make up the core of your force and are the backbone of your force.

Weapons Platoons - Weapons platoons come from your own battalion or regiment. Although they are optional they offer your company excellent support, such as heavy machine-guns, mortars and anti-tank weapons.

Support Platoons - Support platoons are sent to your company by the division or corps. These platoons give you extra support in many forms, ranging from tanks to artillery.

PLATOONS

Each platoon diagram indicates the required teams that you need to make that unit a combat-worthy force. The troops that are black in each diagram must be included. Those troops in grey are optional troops that add additional men, special weapons and equipment to the platoon.

SPECIAL RULES

In *Flames Of War*, there are many special rules that give players the flavour of playing each individual nation. The special rules reflect the sort of training and equipment the soldiers of each nation used, as well as the fighting spirit of the men.

To find out more, visit our website at

www.FlamesOfWar.com

or visit your local game store.

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TANK BATTLES FOR EASTERN GERMANY, JANUARY-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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EASTERN FRONT, 1945



In the closing weeks of 1944, Germany was under siege on all fronts. The mid-summer battles in Byelorussia and France had collapsed the once mighty Third Reich back to its prewar borders, and Hitler's grand offensive in the Ardennes had failed to force the Western Allies to the negotiating table. However, the German high command still had some hope at the beginning of 1945. The Allies in the west were on the back foot, the USSR was busy rebuilding after its summer offensives, and for all intents and purposes, Germany itself had not been invaded, so morale and faith in victory were still high.

SOVIET OFFENSIVES

After their big gains in Operation Bagration in June 1944, the Soviets settled on smaller local operations to shore up the summer successes. Offensives were launched in Romania, Hungary, Finland, and along the Baltic Sea to bring the front line to the Vistula River. Fierce German opposition met these offensives and the move west was slow and frustrating. However, before the end of the year, the Soviets secured five essential bridgeheads across the Vistula and Narew rivers and heavily fortified them against German counterattacks.

PREPARING FOR THE STORM

As the battles on the western front raged on, the German commanders on the east front had to make do as best they could. *Generaloberst* Heinz Guderian, chief of staff of the army, paid personal attention to the front in a time when Hitler was focused on the west. He had 160 units of divisional and brigade size to dedicate to the front, organised into four army groups. The men had a lot of ground to cover. For example, the 48th Panzer Corps had only one man for

every 15 yards of frontline it was responsible for! Guderian knew that the Soviets planned to attack, and he knew that assault would come soon. He needed more men.

Reports were flowing into Guderian's headquarters informing him of massive Soviet build-ups in the five bridgeheads. Aerial reconnaissance had confirmed that the Soviets were rebuilding Poland's railroads and moving additional artillery into the bridgeheads. The imminent attack would certainly be brutal. Guderian pleaded with Hitler to call off the offensives in the west and send reinforcements to the east, but the *Führer* refused, claiming that the Soviet build up was the 'greatest bluff since Genghis Khan'.







THE GREATEST BLUFF







The Soviets were indeed building up their assault forces. Stalin's so-called 'bluff' consisted of no less than 414 divisions on the front line and another 480 in reserve. The bridgeheads swelled with heavy artillery, tanks, and fresh troops. These forces were divided into about a half-dozen fronts. Four of these fronts were tasked with executing the upcoming winter offensive aimed at nothing short of ending the war.

The plan for the simply named Winter Offensive was clear: get Marshal Georgy Zhukov's battle-hardened 1st Byelorussian Front and Marshal Ivan S Konev's 1st Ukrainian Front into Berlin. Along the northern flank, Marshal Konstantin K. Rokossovsky's 2nd Byelorussian Front, the 3rd Byelorussian Front, and the 1st Baltic Front were to assault Königsberg and storm East Prussia. To the south the 4th Ukrainian Front would conduct operations to support the advance. The operation was set to begin on 12 January 1945.

SOVIET WINTER OFFENSIVES, JANUARY-FEBRUARY 1945



FACING ARMY GROUP A			
	9 : 1		
	10 : 1		
	10 : 1		

FACING ARMY GROUP CENTRE			
	3 : 1		
	3.5 : 1		
	5 : 1		



Infantry forces breach the German lines to prepare the way for the tank and mechanised forces of the Red Army.



German soldiers fight to the last against the might of the Red Army. Every battle is fought to protect the Fatherland.



IS-2 obr 1944 heavy tanks crush the enemy under their tracks as they reduce tough German defences.



The battles become more desperate and bloody the closer they get to the German border.

RED WINTER

On the icy cold morning of 12 January 1945, Army Group A's 48th Panzer Corps was hit by a barrage from over 46,000 guns, howitzers, mortars, and rocket launchers from the 1st Ukrainian and 1st Byelorussian Fronts. The 1st Ukrainian attacked first and took the Germans by surprise. The defenders assumed that the Russians wouldn't attack during such cold weather. The forward positions were rapidly taken and by noon the front's tank armies overran the 24th Panzer Corps's reserve in its assembly area. By 14 January, the way to the Oder River and the industrial Upper Silesia region beyond was wide open for the 1st Ukrainian Front.

Zhukov's 1st Byelorussian Front launched its attack on 14 January against the German Ninth Army. The Germans here were better prepared than the 48th Panzer Corps, but they stood little chance against the might of the onslaught. The Soviets broke through into the German rear areas and inflicted over 50% casualties among the defending corps before the end of the first day. Like Konev's front to the south, Zhukov had nothing in his way to the Oder River.

Panic gripped the German high command as the Soviets marched at full speed to the borders of the Reich. On 15 January, Hitler took personal command of the situation, shuffling panzer divisions already on the eastern front to meet the Soviet attacks. Still he refused to release units from the west to help, but he did concede to send the Sixth SS-Panzer Army to help Army Group South restore the deteriorating situation in Hungary. Hitler believed that if he could keep the Hungarian oil fields, he could still hold the Allies off.

EAST PRUSSIA

As the operations against Army Groups A and Centre reached their grisly climax, the bloody battle for East Prussia continued to grind down German and Soviet forces alike. The fortress city of Königsberg and the surrounding fortified region had resisted three major Soviet attacks in late 1944, and was fighting just as hard now against the 3rd Byelorussian and Baltic Fronts.

Rokossovsky's 2nd Byelorussian Front attacked alongside Zhukov's front. Initially Army Group Centre held them up, with help from bad weather. But when the fog lifted, the Red

Army's air force helped turn the tide of battle. Rokossovsky turned due north in an attempt to reach the Baltic Sea and envelop Königsberg.

On 18 January, the 5th Guards Tank Army stood within 30 miles of the coast. The Soviet army paused for a few days to prepare for the final dash, but Hitler refused to use the time to evacuate the German Fourth Army from the closing pocket.

By 23 January, the Soviets controlled all of the crossings along the Vistula except for the coast road at Elbing. After dark a small tank detachment from the 5th Guards Tank Army approached the city with headlights switched off. They found the Germans completely unaware of the Soviet advance and drove straight into the city before turning on their lights and opening fire on the unsuspecting defenders. The battle was fierce, but the Germans managed to repel the Soviets from the city. Meanwhile, another detachment from the 5th Guards reached the coastline. Army Group Centre was now completely isolated.

THE THAW

As the offensive entered its final stage, the Soviet tank armies were pacing at about 30 miles (48km) a day toward the Oder River, however the advance began to slow down. The weather was warming up, and the thick ice of the frozen streams, lakes, and rivers was thawing out, making it slow going through the mud for German and Soviet troops alike.

As the Red Army neared the Oder, the resolve of their German opponents strengthened. Tough enclaves of German troops held fortress cities such as Schneidemühl (modern day Piła), Pozan (Poznań), and Küstrin (Kostrzyn). Rather than assault these hold-outs directly, the Soviets contained and then bypassed them. These would draw off lots of spare troops the Red Army no longer had. Simply put, the Red army and its offensive were running out of steam.

Nevertheless, the 1st Ukrainian Front reached the Oder on 22 January, followed by the 1st Byelorussian Front on 31 January, completing the major phase of the Winter Offensive.



SOVIET WINTER OFFENSIVES, JANUARY-FEBRUARY 1945



FEBRUARY GAINS

As January came to a close, Stalin had Poland in his pocket. Zhukov's battered army was within a day's march of Berlin, and Konev's troops were gearing up to cross the Oder between Glogau and Breslau. On 8 February, the 1st Ukrainian Front attacked out of its bridgehead on the Oder at Steinau. The 3rd Guards Tank Army overran Panzer Corps *Grossdeutschland* and captured Primkenau. Konev then split his tankers north and south and encircled the cities of Glogau and Breslau. Finally the Soviet armies reached the Neisse River where Konev called a halt his offensive to prepare for the final assault on Berlin.

ТАНКОВЫ БАТАЛОН

TANK BATTALION

TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Tankovy Batalon HQ

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

Your Tankovy Batalon HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies and platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

ARMOUR



Tankovy Company

ARMOUR



Tankovy Company

WEAPONS COMPANIES

ANTI-AIRCRAFT



Anti-aircraft Platoon

INFANTRY



Tank-rider Company

ARTILLERY



Motorised Mortar Company

ANTI-TANK



Motorised Anti-tank Company

SUPPORT COMPANIES

ARMOUR



Guards Heavy Tank Company

ARMOUR



Guards Heavy Assault Gun Company

Medium Assault Gun Company

Assault Gun Company

Tankovy Company

ARMOUR



Medium Assault Gun Company

Assault Gun Company

Tank Destruction Company

RECONNAISSANCE



Light Armoured Car Platoon

Mototsikletnaya Platoon

Spetsnaz Platoon

INFANTRY



Motostrelkovy Company

INFANTRY



Sapper Company

Razvedki Platoon

ANTI-TANK



Tank Destruction Company

ARTILLERY



Motorised Artillery Battalion

Heavy Mortar Company

ARTILLERY



Guards Rocket Mortar Battalion

Reserve Artillery Battalion

160mm Mortar Battalion

ANTI-AIRCRAFT



Anti-aircraft Company

AIRCRAFT



Air Support

BED SPRING ARMOUR

In 1945 the Soviets began to fit mesh spaced armour to the side of their tanks and assault guns to give added protection against weapons such as the *Panzerfaust*. This quickly became known as bed spring armour, due to it looking like the sprung metal base of a bed.

If a tank protected by Bed Spring Armour fails an Armour Save against a weapon with a Firepower of 5+ or 6 hitting its Side armour, roll a special 4+ Bed Spring Armour save:

- If the save is successful the Bed Spring Armour protects the tank from the side shot.*
- If the save is not successful the shot penetrated the Side armour as normal.*

MOTIVATION AND SKILL

A Tankovy Batalon from a Guards division is rated **Fearless Trained**.

A Tankovy Batalon from a Red Army division is rated **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

TANKOVY BATALON HQ

HEADQUARTERS

1 T-34 obr 1942	50 points	45 points
1 T-34/85 obr 1944	80 points	70 points

OPTIONS

- Upgrade T-34 obr 1942 to have a Cupola for +5 points.
- Add Bed Spring Armour to T-34 obr 1942 or T-34/85 obr 1944 tank for +5 points.
- Mount a SMG Tank Escort on HQ tank for +10 points.



A Tankovy Batalon must contain at least one Tankovy Company equipped with the same type of tank as the Tankovy Batalon HQ.

COMBAT COMPANIES

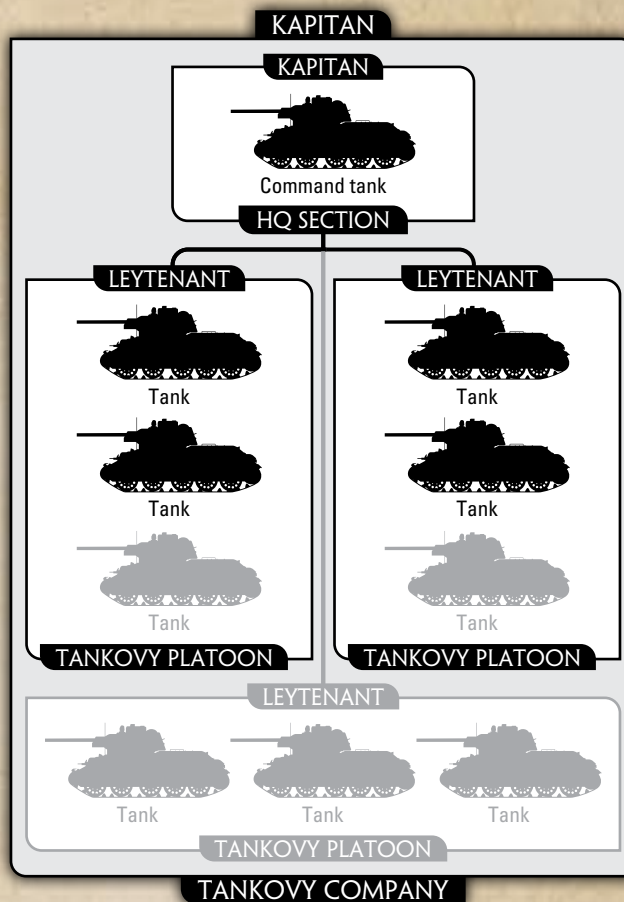
TANKOVY COMPANY

COMPANY

10 T-34 obr 1942	390 points	350 points
9 T-34 obr 1942	365 points	325 points
8 T-34 obr 1942	340 points	300 points
7 T-34 obr 1942	310 points	275 points
6 T-34 obr 1942	275 points	245 points
5 T-34 obr 1942	245 points	215 points
10 T-34/85 obr 1944	640 points	570 points
9 T-34/85 obr 1944	600 points	535 points
8 T-34/85 obr 1944	555 points	495 points
7 T-34/85 obr 1944	505 points	450 points
6 T-34/85 obr 1944	450 points	400 points
5 T-34/85 obr 1944	395 points	350 points

OPTIONS

- Replace up to five T-34 obr 1942 with T-34/85 obr 1944 tanks for +30 points per tank.
- Upgrade all T-34 obr 1942 to have Cupolas for +10 points for the company.
- Add Bed Spring Armour to any or all T-34 obr 1942 or T-34/85 obr 1944 tanks for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.



The T-34 medium tank design is a battle-tested one. It has fought for nearly the entire duration of the war in one form or another. By 1944-45, these tanks have been upgunned with the powerful 85mm anti-tank gun and uparmoured to better protect the crew.

While the crews of German main battle tanks cover behind their thick frontal armour, they can be easily overwhelmed and destroyed from the sides and rear.



WEAPONS COMPANIES

TANK-RIDER COMPANY

COMPANY

HQ Section with



3 Tank-rider Platoons	365 points	305 points
2 Tank-rider Platoons	250 points	210 points
1 Tank-rider Platoon	135 points	115 points

OPTIONS

- Add up to two Maksim HMG teams for +25 points per team.
- Replace up to one SMG team per Tank-rider Platoon with a Panzerfaust SMG team for +10 points per team.

As the Red Army approaches the German frontier, the enemy infantry will attack the advancing tanks with *Panzerfaust* anti-tank weapons. They are more than capable of knocking out Comrade Stalin's heaviest tanks, but they can be defeated by close support infantry. The tank-rider company is part of this team. They will keep enemy infantry away from the T-34 tanks so that they can do their job of breaking through the lines. The Germans, in their haste to retreat, have left us a gift of countless *Panzerfaust* launchers, which we will happily use against them!

KAPITAN		KAPITAN	
 Command SMG team		 Maksim HMG	
HQ SECTION		SERZHANT	
 Maksim HMG		 Maksim HMG	
LEYTENANT		LEYTENANT	
 SMG team		 SMG team	
 SMG team		 SMG team	
 SMG team		 SMG team	
TANK-RIDER PLATOON		TANK-RIDER PLATOON	
LEYTENANT			
 SMG team		 SMG team	
 SMG team		 SMG team	
TANK-RIDER PLATOON		TANK-RIDER PLATOON	
TANK-RIDER COMPANY			

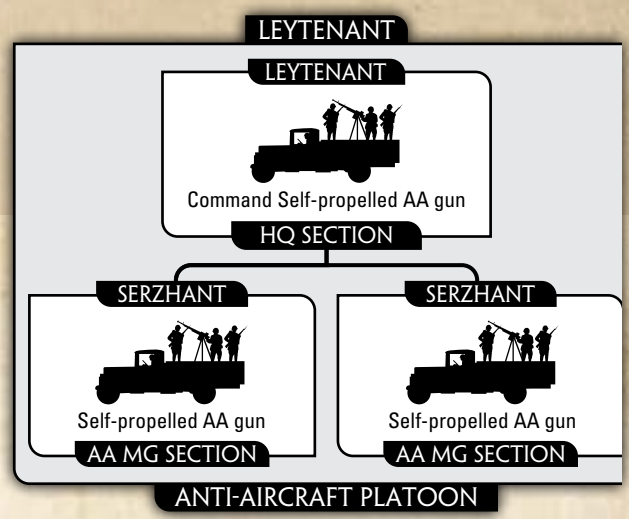


ANTI-AIRCRAFT PLATOON

PLATOON

3 DShK AA truck	60 points 	55 points 
3 ZSU M17 MGMC	120 points	110 points

Despite the war turning against the Germans, their *Luftwaffe* (air force) still finds opportunities to raid our breakthrough columns and destroy our tanks. It is vital, therefore, to keep your anti-aircraft platoon close at hand to make sure your column does not fall prey to these circling vultures.



МОТОСТРЕЛКОВЫ БАТАЛОН

MOTOR RIFLE BATTALION MECHANISED COMPANY

HEADQUARTERS



HEADQUARTERS



Motostrelkovy Batalon HQ

13

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

Your Motostrelkovy Batalon HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies and platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

INFANTRY



Motostrelkovy Company

13

INFANTRY



Motostrelkovy Company

13

INFANTRY



Motostrelkovy Company

13

MACHINE-GUNS



Motorised Machine-gun Company

14

ARTILLERY



Motorised Mortar Company

14

ANTI-TANK



Motorised Anti-tank Company

15

ARTILLERY



Heavy Mortar Company

18

WEAPONS COMPANIES

ARMOUR



Tankovy Company

9

RECONNAISSANCE



Light Armoured Car Platoon

15

Mototsikletnaya Platoon

16

INFANTRY



Razvedki Platoon

16

INFANTRY



Motostrelkovy Submachine-gun Company

17

INFANTRY



Sapper Company

28

ARTILLERY



Motorised Artillery Battalion

19

ARTILLERY



Motorised Mortar Company

14

SUPPORT COMPANIES

ARMOUR



Tankovy Company

9

ARMOUR



Guards Heavy Tank Company

24

ARMOUR



Guards Heavy Assault Gun Company

25

Medium Assault Gun Company

21

Assault Gun Company

26

ARMOUR



Medium Assault Gun Company

21

Assault Gun Company

26

Tank Destruction Company

28

TRANSPORT



Transporter Platoon

21

ANTI-TANK



Tank Destruction Company

28

RECONNAISSANCE



Spetsnaz Platoon

27

ARTILLERY



Reserve Artillery Battalion

30

160mm Mortar Battalion

105

ARTILLERY



Guards Rocket Mortar Battalion

28

ANTI-AIRCRAFT



Anti-aircraft Company

31

ANTI-AIRCRAFT



Anti-aircraft Platoon

11

AIRCRAFT



Air Support

31

MOTIVATION AND SKILL

A *Motostrelkovy Batalon* from a Guards division is rated as **Fearless Trained**.

A *Motostrelkovy Batalon* from a Red Army division is rated as **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

MOTOSTRELKOVY BATALON HQ

HEADQUARTERS

Battalion HQ

30 points

25 points

OPTION

- Add a Battalion Komissar team for +15 points.



The soldiers of the *motostrelkovy* (motorised riflemen) are the tanks' own infantry support. After the normal shock infantry break open the enemy lines, the *tankovy* and *motostrelkovy*

pour into the gap. We are on the eve of such a breakthrough, and this one will surely open up the gates into Germany!

COMBAT COMPANIES

MOTOSTRELKOVY COMPANY

COMPANY

HQ Section with:

3 Motor Rifle Platoons

420 points

350 points

2 Motor Rifle Platoons

290 points

240 points

1 Motor Rifle Platoon

155 points

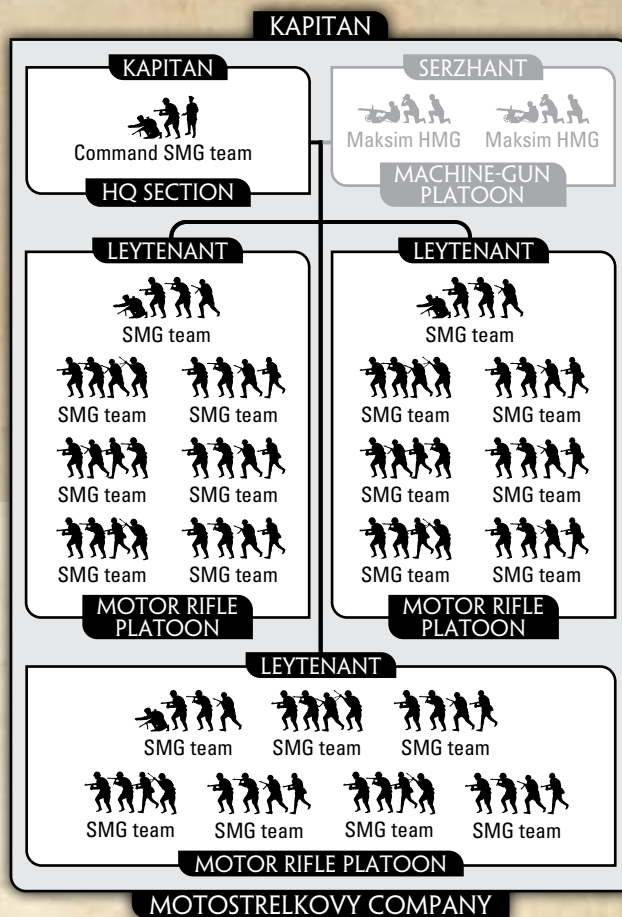
130 points

OPTIONS

- Add up to two Maksim HMG teams for +25 points per team.
- Replace up to one SMG team per Motor Rifle Platoon with a Panzerfaust SMG team for +10 points per team.

The *motostrelkovy* provides a Red Army tank corps with manpower. Each tank corps has one *motostrelkovy* brigade attached. These soldiers will hold the ground secured by the tanks' breakthrough against the inevitable German counterattack.

However, one *motostrelkovy* brigade has to cover the gains of all three tank brigades. As we near the German heartland and the cowardly enemy falls back, our gains have become too large for a single mechanised brigade to handle. The solution is to form a mechanised corps by reversing the ratio of tanks to infantry. These fast corps can follow up the tank corps and take over the territory won.



MOTORISED MACHINE-GUN COMPANY

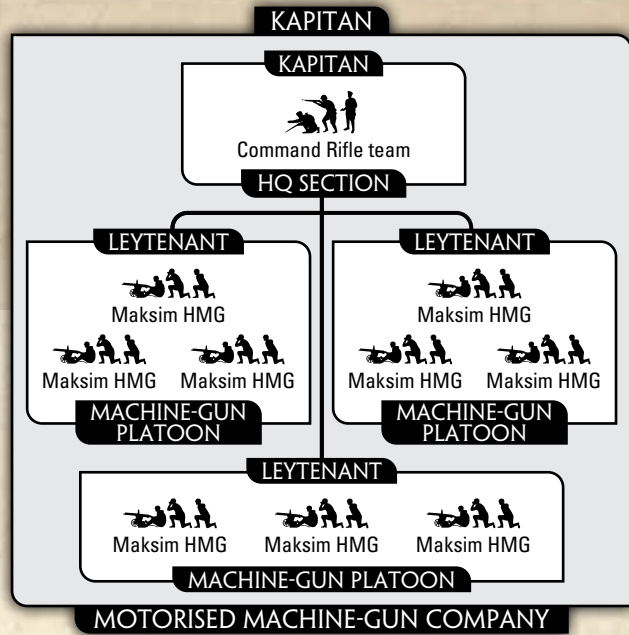
COMPANY

HQ Section with:

		
3 Machine-gun Platoons	220 points	195 points
2 Machine-gun Platoons	160 points	145 points
1 Machine-gun Platoon	85 points	75 points

The mission of the *motostrelkovy* is to hold ground, and few companies in their arsenal do so better than the motorised machine-gun company. Nine machine-guns can put down a devastating amount of fire against enemy infantry that attempt to counterattack. What is more, they are highly mobile and able to get into difficult places, making them equally hard to dislodge.

When your mechanised troops are moving forward, use your machine-guns with their long range to cover your advance.



MOTORISED MORTAR COMPANY

COMPANY

HQ Section with:

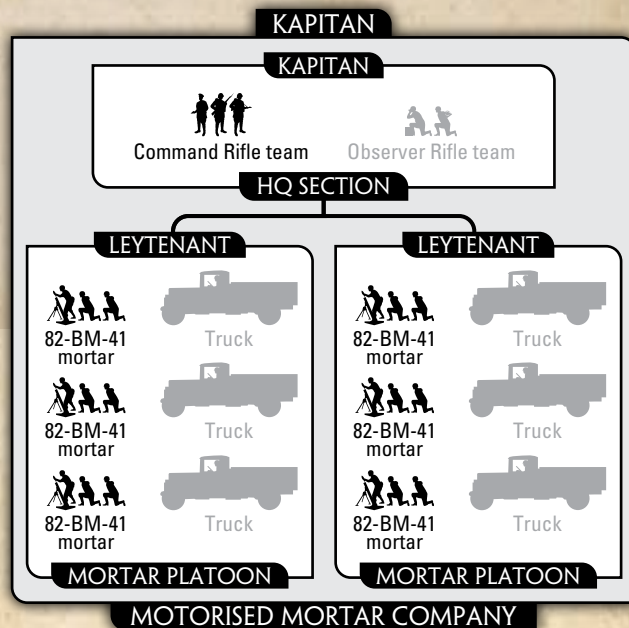
		
6 82-BM-41	110 points	95 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

The 82-BM-41 mortar is a fine piece of Soviet engineering. It can put several volleys of high-explosive shells into the enemy position in moments, giving your *motostrelkovy* troops time to close with the enemy and deal with whatever is left.



Like the Maksim machine-gun, these mortars are light and portable, so you can get them into and out of rough terrain with greater ease than heavier guns.



MOTORISED ANTI-TANK COMPANY

COMPANY

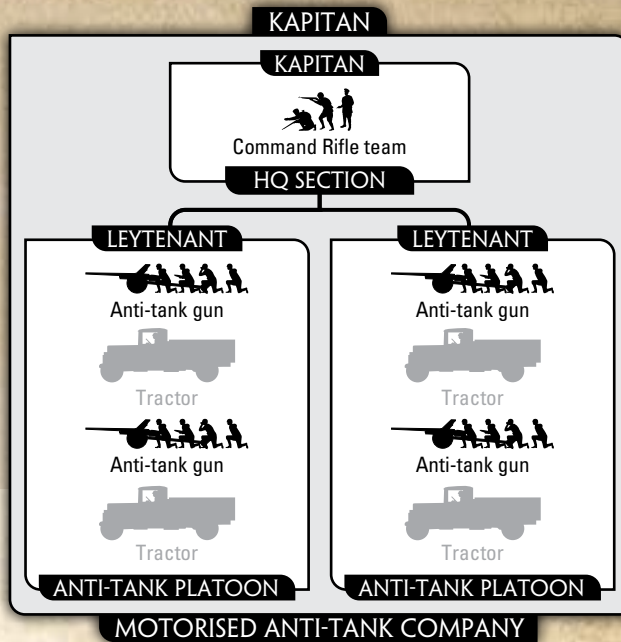
HQ Section with:

4 45mm obr 1942	 85 points	 75 points
4 57mm ZIS-2	165 points	145 points
4 76mm ZIS-3	110 points	95 points

OPTIONS

- Add trucks or Lend-lease M2 or M3 half-tracks for +5 points for the company.
- Arm any or all M2 or M3 half-tracks with a .50 cal AA MG for +5 points per half-track.



The 76mm ZIS-3 anti-tank guns of a Motorised Anti-tank Company cannot fire Artillery Bombardments.



WEAPONS COMPANIES

LIGHT ARMoured CAR PLATOON

PLATOON

7 BA-64	 175 points	 175 points
6 BA-64	160 points	160 points
5 BA-64	135 points	135 points
4 BA-64	110 points	110 points
3 BA-64	80 points	80 points

OPTION

- Replace the AA MG on up to two armoured cars with a hull-mounted PTRD anti-tank rifle at no cost.

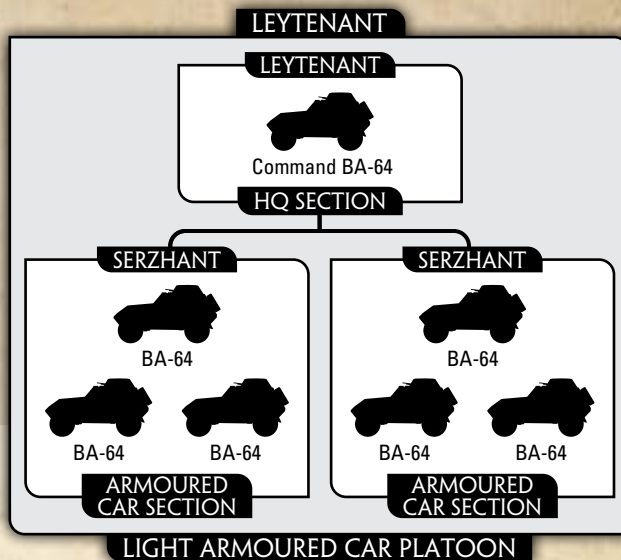
A Light Armoured Car Platoon is a Reconnaissance Platoon.

Light Armoured Car Platoons are not subject to the Centralised Control and Hen and Chicks special rules.

*A Light Armoured Car Platoon is rated **Fearless Trained**.*

FEARLESS

TRAINED



If your regiment is lucky enough to be supported by the brigade's reconnaissance company, you will not be disappointed by these hard-working troops. The light BA-64 armoured car is fast and small so that it can quickly find and report the enemy's positions to your *motostrelkovy*.

RAZVEDKI PLATOON

PLATOON

HQ Section with:

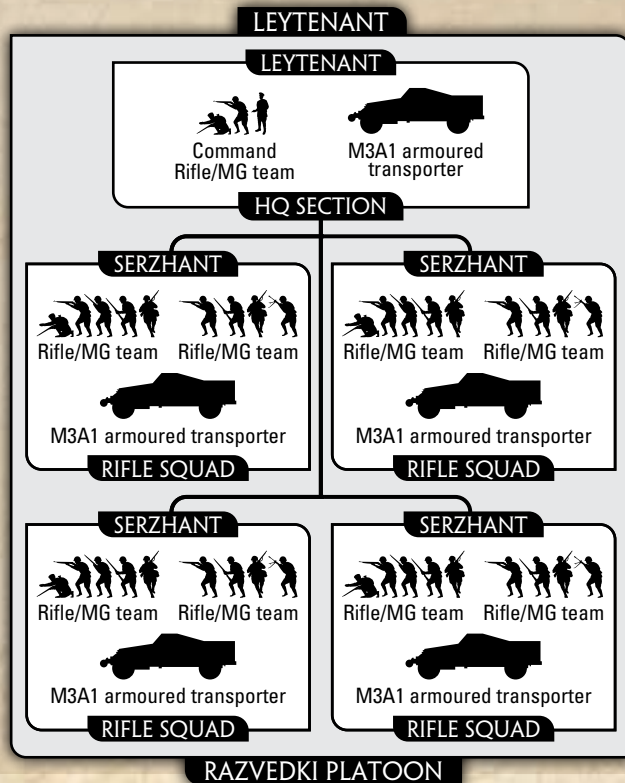
4 Rifle Squads	205 points	205 points
3 Rifle Squads	160 points	160 points
2 Rifle Squads	115 points	115 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams at no cost.
- Arm any or all M3A1 armoured transporters with an additional AA MG for +5 points per vehicle.
- Replace one AA MG on any or all M3A1 armoured transporters with a .50 cal AA MG for +5 points per vehicle.
- Replace all M3A1 armoured transporters with turret-less BA-10M or captured Sd Kfz 251 armoured transporters at no cost.
- Replace up to one Rifle/MG or SMG team per Rifle Squad with a Panzerfaust SMG team for +10 points per team.

You may replace up to one Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.

Razvedki Platoons are not subject to the Centralised Control and Hen and Chicks special rules.



A Razvedki Platoon is rated **Fearless Trained**.

FEARLESS | **TRAINED**

The *razvedki* (reconnaissance) support the *motostrelkovy* with mobile armoured infantry. These troops are highly motivated and well trained for their role.



MOTOSIKLETNAYA PLATOON

PLATOON

HQ Section with:

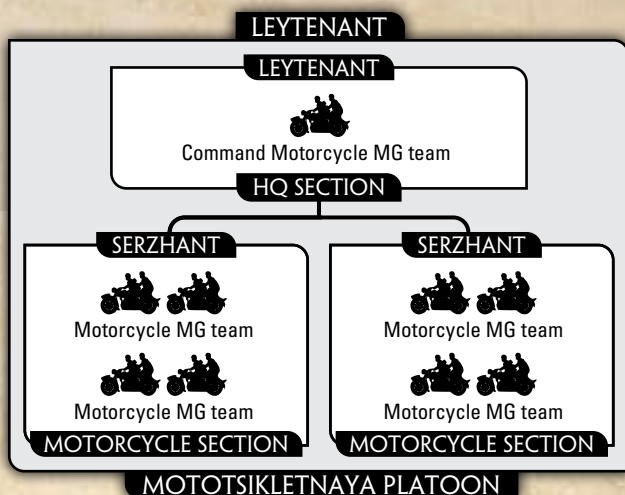
2 Motorcycle Sections	160 points	160 points
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Mototsikletnaya Platoons are not subject to the Centralised Control and Hen and Chicks special rules.

Mototsikletnaya Platoons use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance teams while mounted.

A Mototsikletnaya Platoon is rated **Fearless Trained**.

FEARLESS | **TRAINED**





MOTOSTRELKOVY SUBMACHINE-GUN COMPANY

COMPANY

HQ Section with:

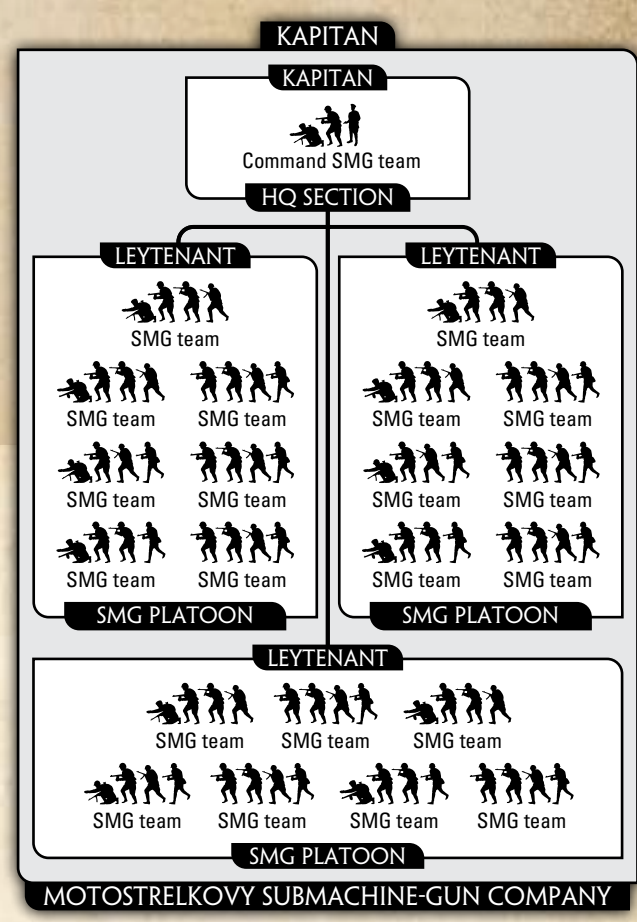
3 SMG Platoons	420 points	350 points
2 SMG Platoons	290 points	240 points
1 SMG Platoon	155 points	130 points

OPTION

- Replace up to one SMG team per SMG Platoon with a Panzerfaust SMG team for +10 points per team.

The submachine-gun company was originally formed as an assault company in a *motostrelkovy* brigade. Their PPSH submachine-guns are compact and powerful close-combat weapons. It is their job to clear the path for the *motostrelkovy*.

While the motorised riflemen now have submachine-guns of their own, the mission of the company remains the same. These are your assault troops, and they will happily clear the way for your riflemen.





HEAVY MORTAR COMPANY

COMPANY

HQ Section with:



6 120-PM-38

155 points

140 points

4 120-PM-38

110 points

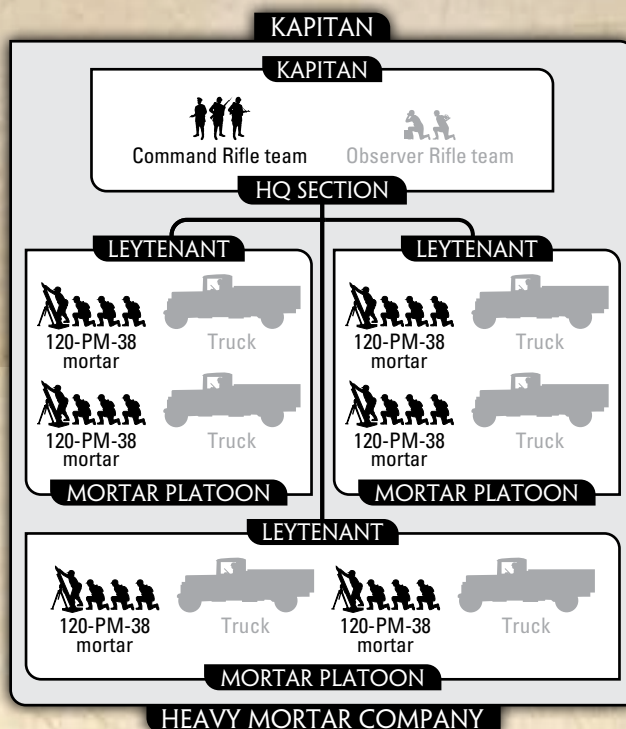
95 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

The 120-PM-38 heavy mortar is an exceptional weapon, able to deliver 120mm high-explosive shells on top of the enemy with deadly accuracy. This weapon is so great that even our fascist enemies have copied it. However, this will not help them as only the true comrades of the Red Army know how to get the best from this excellent weapon!



These heavy mortars are portable, enabling them to keep pace with our rapid advance. In the time it takes towed artillery to move into position, set up, and fire its first volley, these mortars have already sent scores of fascist soldiers cowering in the bottom of their foxholes.



MOTORISED ARTILLERY BATTALION

COMPANY

HQ Section and

Three Gun Batteries with: 12 76mm ZIS-3		
270 points	240 points	240 points
Two Gun Batteries with: 8 76mm ZIS-3	215 points	190 points
One Gun Battery with: 4 76mm ZIS-3	130 points	115 points

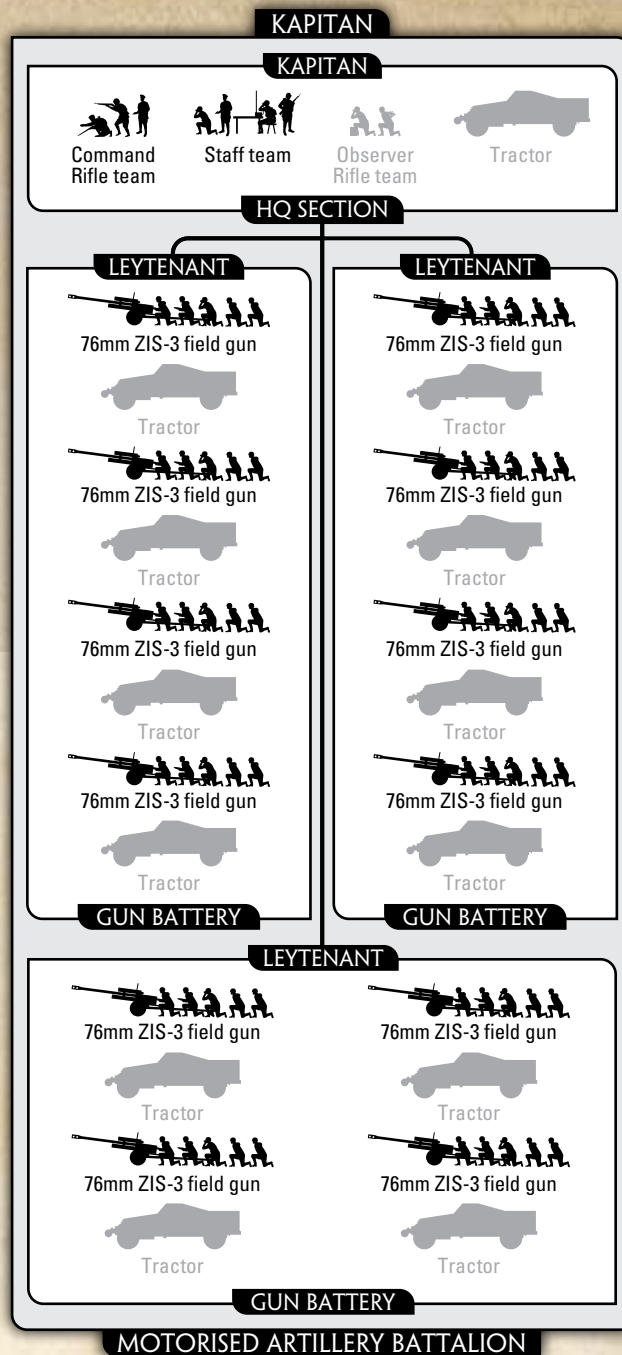
OPTIONS

- Add an Observer Rifle team for +15 points.
- Add lend lease Dodge ¾-ton trucks, M2 or M3 half-tracks, or M3A1 armoured tractors to the battalion for +5 points per Gun Battery.
- Arm any or all M2 or M3 half-tracks or M3A1 armoured tractors with a .50 cal AA MG for +5 points per vehicle.

The motorised artillery battalions keep up with the tanks by using an excellent combination of armoured tractors and light field guns. This keeps the gunners safe as they travel to the front at a fast pace.

The light guns are not going to move the earth as effectively as our devastating reserve artillery, but they are excellent at firing at the enemy over open sights. After several volleys of high-explosive shells, the enemy's line will be stunned and torn up, just as your *motostrelkovy* like it!

The lessons learned from Operation Bagration have been implemented and now each tank corps includes a light artillery regiment. This gives the tankers the ability to support their breakthrough with their own artillery asset as well as the heavy guns of the reserve artillery. This should give your tankers the added punch they need should they come up against some stubborn defenders.



SREDIY SAMOKHODNO-ARTILLYERIYSKIY POLK

MEDIUM SELF-PROPELLED ARTILLERY REGIMENT

TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Sredniy Samokhodno-artillyeriyskiy Polk HQ 21

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

Your Sredniy Samokhodno-artillyeriyskiy HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies or platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

ARMOUR



Medium Assault Gun Company 21

ARMOUR



Medium Assault Gun Company 21

ARMOUR



Medium Assault Gun Company 21

ARMOUR



Medium Assault Gun Company 21

WEAPONS COMPANIES

RECONNAISSANCE



Assault Gun Reconnaissance Platoon 22

INFANTRY



Assault Gun Sapper Company 23

ANTI-AIRCRAFT



Anti-aircraft Platoon 21

SUPPORT COMPANIES

ARMOUR



Guards Heavy Tank Company 24

ARMOUR



Tankovy Company 9

INFANTRY



Motostrelkovy Company 13

ANTI-TANK



Tank Destruction Company 28

ARTILLERY



Motorised Artillery Battalion 19

ARTILLERY



Heavy Mortar Company 18

Reserve Artillery Battalion 30

160mm Mortar Battalion 105

ARTILLERY



Guards Rocket Mortar Battalion 29

ANTI-AIRCRAFT



Anti-aircraft Company 31

AIRCRAFT



Air Support 31



MOTIVATION AND SKILL

A Guards Sredniy Samokhodno-artillyeriyskiy Polk is rated **Fearless Trained**.

A Red Army Sredniy Samokhodno-artillyeriyskiy Polk is rated **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

SREDNIY SAMOKHODNO-ARTILLYERIYSKIY POLK HQ

HEADQUARTERS

1 T-34/85 obr 1944

80 points

70 points

OPTION

- Mount a SMG Tank Escort on HQ tank for +10 points.



The *Sredniy Samokhodno-artillyeriyskiy Polk*, or Medium (also Middle) Self-propelled Artillery Regiment, is an essential unit for the Red Army's breakthrough tactics. These regiments back up the tankers and motorised infantry to give them serious anti-tank support including the tried and

true SU-85, the uparmoured SU-85M, and the devastating SU-100. While not intended to launch a direct assault on the enemy, they are well-equipped and trained to engage the enemy at a distance and bring their tanks under fire in order to draw attention off the tankmen and mechanised infantry.

COMBAT COMPANIES

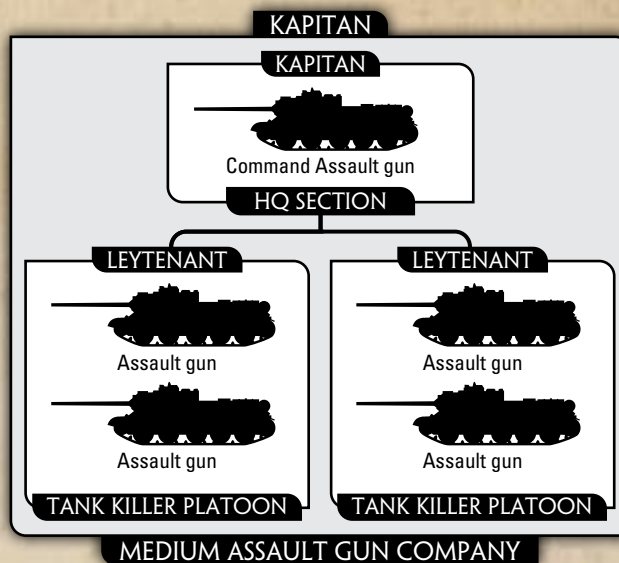
MEDIUM ASSAULT GUN COMPANY

COMPANY

5 SU-85	340 points	300 points
4 SU-85	270 points	240 points
3 SU-85	200 points	180 points
5 SU-85M	405 points	365 points
4 SU-85M	325 points	290 points
3 SU-85M	245 points	215 points
5 SU-100	430 points	390 points
4 SU-100	345 points	310 points
3 SU-100	260 points	230 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.



CAT KILLERS

The medium self-propelled guns used their accurate long-range anti-tank weapons to support Soviet troops against German tanks.

Assault guns from a Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Medium Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

The medium assault gun regiments are equipped with some of the most effective tank killers of the war. The SU-85 came into service in 1943 and quickly proved the value of assault gun regiments supporting tank corps. In fact, brigades of medium assault guns were formed and sent to the front line starting in February 1944.

Now, nearly a year later, these brigades and regiments are equipped with SU-85s, the heavily armoured SU-85M, and the very powerful SU-100. These weapons are ideal supplements to a tank force, using their ability to engage the enemy at long range. However, they are equally potent on their own.



ASSAULT GUN RECONNAISSANCE PLATOON

PLATOON

HQ Section with:



2 Recon Squads

225 points

190 points

1 Recon Squad

125 points

105 points

ADD:

1 BA-64

+30 points

+25 points

OPTION

- Add trucks for +5 points for the platoon.

An Assault Gun Reconnaissance Platoon is not affected by the Hen and Chicks and Centralised Control special rules. It operates as a normal platoon.

An Assault Gun Reconnaissance Platoon is a Reconnaissance Platoon.

KAPITAN	
<p>KAPITAN</p> <p>Command Rifle/MG team</p>	<p>SERZHANT</p> <p>BA-64</p>
HQ SECTION	
ASSAULT GUN RECONNAISSANCE PLATOON	
<p>SERZHANT</p> <p>Rifle/MG team</p> <p>Rifle/MG team</p>	<p>SERZHANT</p> <p>Rifle/MG team</p> <p>Rifle/MG team</p>
<p>SERZHANT</p> <p>Rifle/MG team</p> <p>Rifle/MG team</p>	<p>SERZHANT</p> <p>Rifle/MG team</p> <p>Rifle/MG team</p>
<p>Truck</p>	<p>Truck</p>
RECON SQUAD	RECON SQUAD

Each regiment has a small band of reconnaissance men to make sure that the way is open for the assault guns.





ASSAULT GUN SAPPER COMPANY

HQ Section with:

1 Sapper Platoon

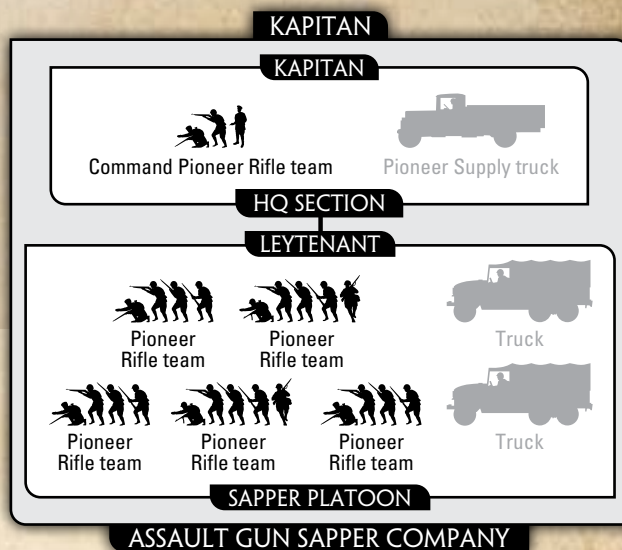
120 points

100 points

OPTIONS

- Add a Pioneer Supply Truck for +25 points.
- Add trucks for +5 points for the company.

The sapper company keeps the roads clear of enemy obstacles and mines. If needed they can help nearby infantry prepare defensive positions, but the way to Berlin is open, and we shouldn't waste time digging in when we can end the war instead!



CORPS SUPPORT

MOTIVATION AND SKILL

Support platoons and companies from a Guards division (marked ) are rated as **Fearless Trained**.

Support platoons and companies from a Red Army division (marked ) are rated as **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

GUARDS HEAVY TANK COMPANY

COMPANY

		
5 IS-2 obr 1943	675 points	675 points
4 IS-2 obr 1943	540 points	540 points
3 IS-2 obr 1943	405 points	405 points
5 IS-2 obr 1944	730 points	730 points
4 IS-2 obr 1944	585 points	585 points
3 IS-2 obr 1944	440 points	440 points

OPTIONS

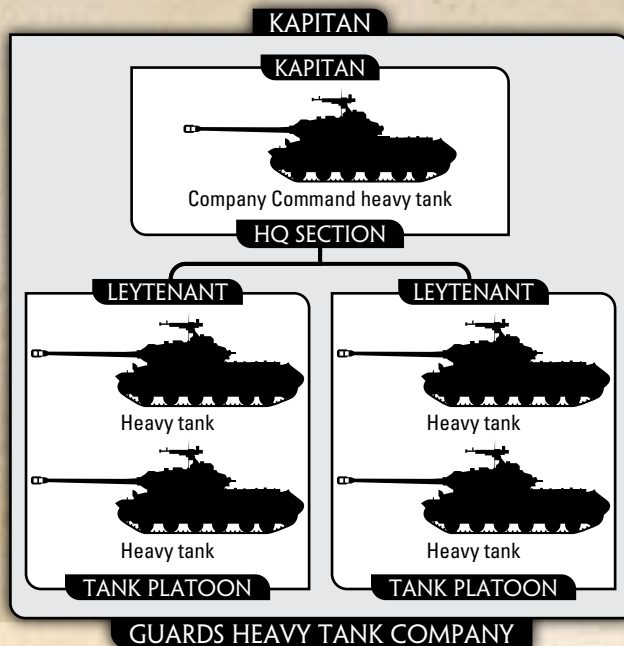
- Equip any or all tanks with .50 cal AA MG for +5 points per tank.
- Add Bed Spring Armour to any or all IS-2 tanks for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.

GUARDS

A Guards Heavy Tank Company is not affected by the *Hen and Chicks* special rule.

A Guards Heavy Tank Company is rated **Fearless Trained**.

FEARLESS **TRAINED**



The Guards heavy tank battalions have been smashing open German lines for several years. They are excellent support tanks for medium tank and mechanised battalions. Now, as we close in on Germany, we have the latest model of IS-2 obr 1944 tanks, with thicker frontal armour. However, the older model is still a powerful weapon.





GUARDS HEAVY ASSAULT GUN COMPANY

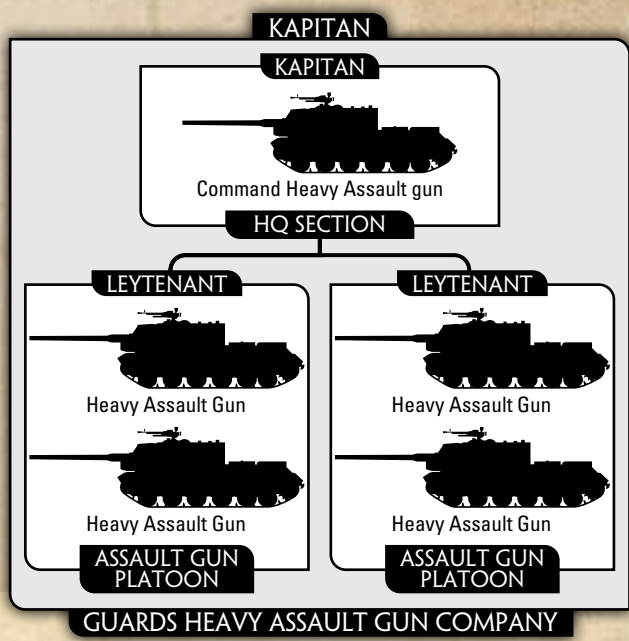
COMPANY	 575 points	 575 points
5 ISU-122	575 points	575 points
4 ISU-122	460 points	460 points
3 ISU-122	345 points	345 points
5 ISU-152	510 points	510 points
4 ISU-152	410 points	410 points
3 ISU-152	310 points	310 points

- OPTIONS**
- Equip any or all ISU-122 or ISU-152 heavy assault guns with .50 cal AA MG for +5 points per gun.
 - Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.

GUARDS
A Guards Heavy Assault Gun Company is not affected by the Hen and Chicks special rule.

*A Guards Heavy Assault Gun Company is rated **Fearless Trained**.*

FEARLESS | **TRAINED**



The German empire is crumbling, and our armies are on the brink of smashing the fascists for good. However, many of them hold out in towns and cities where our medium tanks are the most vulnerable. To deal with this, we have a powerful answer in the heavy assault guns. Their massive shells will rip down enemy buildings and split open their tanks. Nothing will stop our advance into the German heartland.



ASSAULT GUN COMPANY

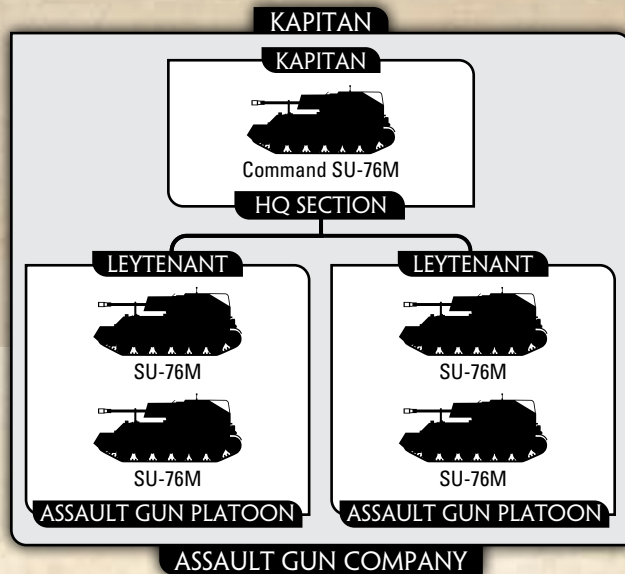
COMPANY

5 SU-76M	165 points	145 points
4 SU-76M	130 points	115 points
3 SU-76M	95 points	85 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.

Light assault-guns are inexpensive to manufacture and offer the *motostrelkovy* and *tankovy* a nimble vehicle to engage and distract the enemy. While unable to engage enemy tanks (something your relentless tankers should be doing!), the SU-76M will keep your troops moving forward, knocking out anti-tank guns and machine-guns alike.



TANK DESTRUCTION COMPANY

COMPANY

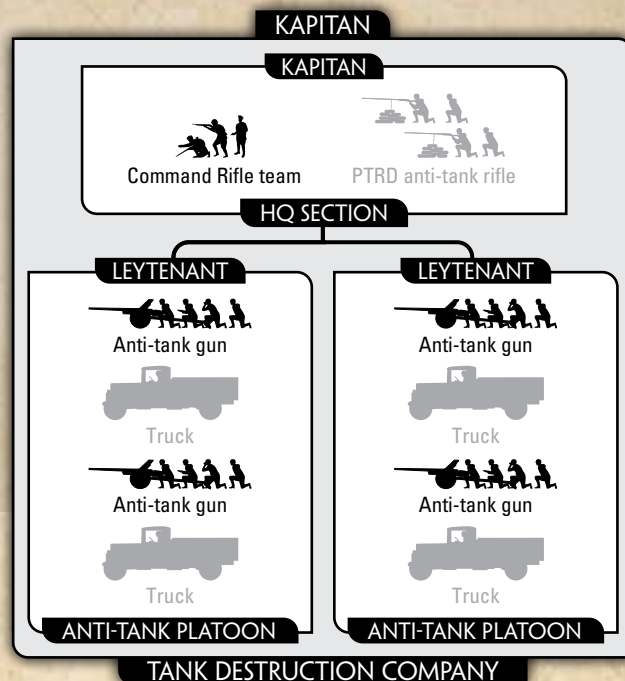
HQ Section with:

4 45mm obr 1942	85 points	75 points
4 57mm ZIS-2	165 points	145 points
4 76mm ZIS-3	110 points	95 points
4 100mm BS-3	290 points	255 points
2 100mm BS-3	145 points	130 points

OPTIONS



- Add trucks for +5 points for the company.
- Add PTRD anti-tank rifle team for +10 points.

The 76mm ZIS-3 anti-tank guns of a Tank Destruction Company cannot fire Artillery Bombardments.



TRANSPORTER PLATOON

PLATOON

16 Trucks	30 points 	25 points 
13 Trucks	25 points	20 points
10 Trucks	20 points	15 points
7 Trucks	15 points	10 points

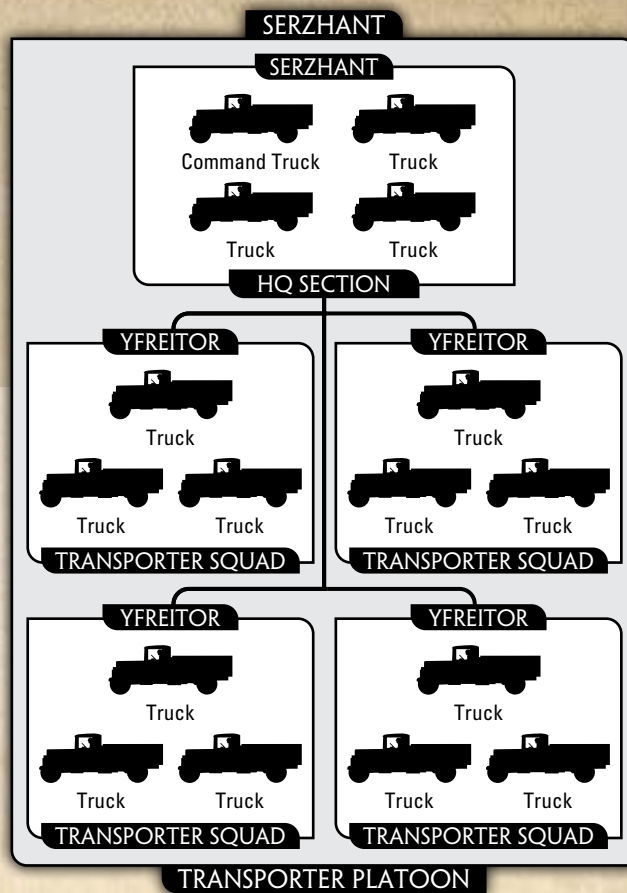
OPTION

- Replace all trucks with Ford GPA amphibious jeeps for +5 points for the platoon.

A Transporter Platoon follows the rules for Transport Platoons in the rulebook.

Transport is rare in the Red Army, but when we need to get our troops somewhere fast in order to ensure victory, we can always make use of our supply trucks. Keep in mind that by taking these, our supplies will be temporarily slowed down. However, if you can make your attack count, it is well worth the minor inconvenience.

The way into the failing Reich is crossed by rivers running north to south. In order to slice through these obstacles, we can make use of the American Ford GPA amphibious jeeps. This will enable us to cross terrain that the Germans believe impassable and lead to their final destruction.



SPETSNAZ PLATOON

PLATOON

HQ Section with:

2 Spetsnaz Squads	170 points 	170 points 
1 Spetsnaz Squad	100 points	100 points

OPTION

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

A Spetsnaz Platoon is a Reconnaissance Platoon. A Spetsnaz Platoon is an exception to the Centralised Control doctrine. They operate as a normal platoon.

A Spetsnaz Platoon is an Infiltration Platoon. They may infiltrate a Tankovy Company, a Tank-rider Company, or a Motostrelkovy Company. See the Infiltration rules on page 250 in the rulebook.



A Spetsnaz Platoon is rated Fearless Veteran.

FEARLESS

VETERAN



SAPPER COMPANY

COMPANY

HQ Section with:

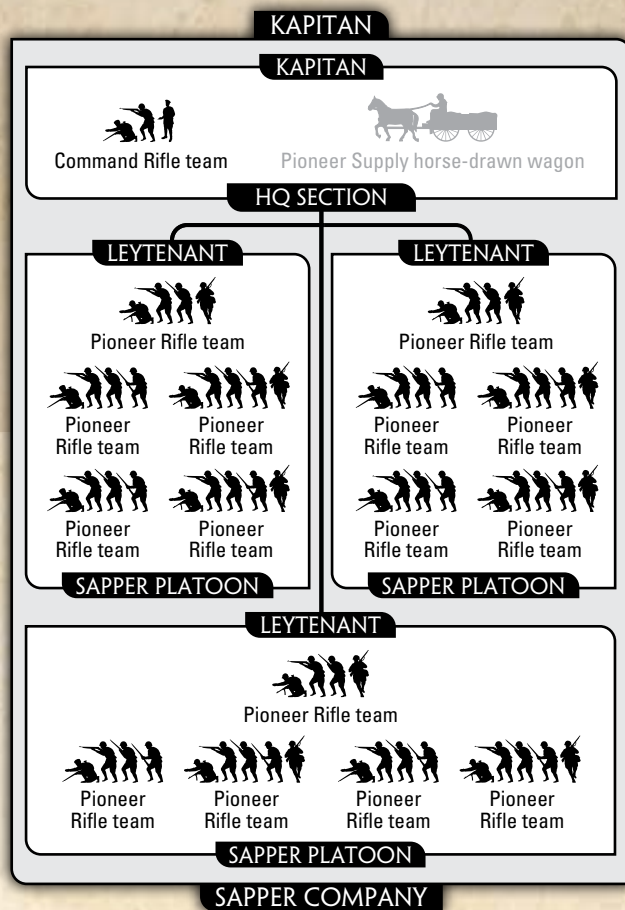
3 Sapper Platoons	325 points	270 points
2 Sapper Platoons	225 points	185 points
1 Sapper Platoon	120 points	100 points

OPTION

- Add a Pioneer Supply horse-drawn wagon for +20 points, or a Pioneer Supply truck for +25 points.

The sappers of the Red Army work hard to help ensure victory by clearing fascist minefields, rebuilding destroyed railroads, and building bridges over rivers. The enemy will be amazed and demoralised by what we can accomplish thanks to these hardworking soldiers.

In addition to their construction duties, the sappers are also excellent in destruction. Their explosives can be turned on enemy tanks as well as their fortified positions. They can breach enemy barbed wire, anti-tank ditches, and minefields to make sure your tanks have a clear path through the enemy's line.



GUARDS ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

8 BM-13-16 Katyusha	180 points	180 points
4 BM-13-16 Katyusha	110 points	110 points
2 BM-13-16 Katyusha	60 points	60 points
8 BM-31-12 Katyusha	305 points	305 points
4 BM-31-12 Katyusha	180 points	180 points
2 BM-31-12 Katyusha	95 points	95 points

OPTIONS

- Model all BM-13-16 Katyusha or BM-31-12 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +40 points.
- Replace all DShK AA trucks with 37mm obr 1939 guns towed by trucks for +10 points for the platoon.

A Guards Rocket Mortar Battalion is rated **Fearless Trained**.

FEARLESS | **TRAINED**

SUPER HEAVY ROCKETS

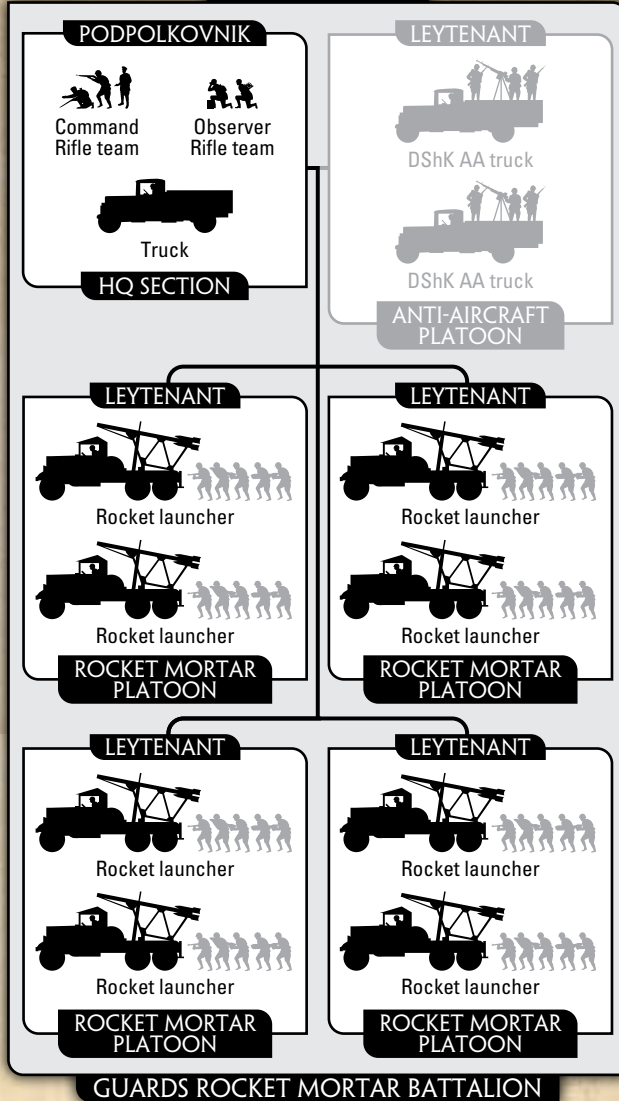
A Guards Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers uses the Super Heavy Rockets special rule.

At the start of the game, place a Full Salvo marker with a Guards Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a battalion with BM-31-12 Katyusha rocket launchers 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 battalion with BM-31-12 Katyusha rocket launchers 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.

PODPOLKOVNIK



MOBILE ROCKET LAUNCHERS

Guards rocket mortar battalions used 'shoot n' scoot' tactics like their German counterparts.

A Guards Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

- If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.
- Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire in the Sky rule on page 138 of the rulebook.



RESERVE ARTILLERY BATTALION

COMPANY

HQ Section with:

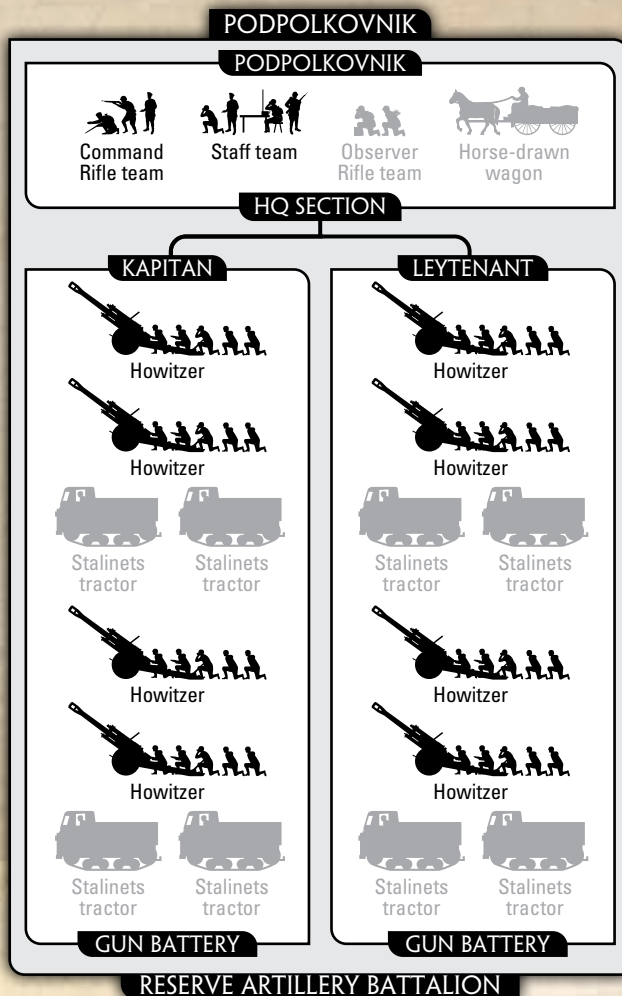
8 122mm obr 1938	265 points	235 points
4 122mm obr 1938	155 points	140 points
8 152mm obr 1943	345 points	305 points
4 152mm obr 1943	200 points	180 points
8 122mm A-19	405 points	360 points
4 122mm A-19	235 points	210 points
8 152mm ML-20	420 points	375 points
4 152mm ML-20	245 points	220 points
8 203mm obr 1931	510 points	450 points
4 203mm obr 1931	290 points	260 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add Horse-drawn wagon and Stalinets tractors for +5 points per battery.

You may not field a Reserve Artillery Battalion unless you are also fielding a Motorised Artillery Battalion with at least as many guns in total.

The reserve artillery has the Red Army's most powerful field artillery. They have been pounding the Germans relentlessly since Operation Bagration, and will continue to do so until the last fascist has been ground into dust under the weight of their powerful bombardments.



ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

6 37mm obr 1939	150 points	130 points
4 37mm obr 1939	105 points	90 points

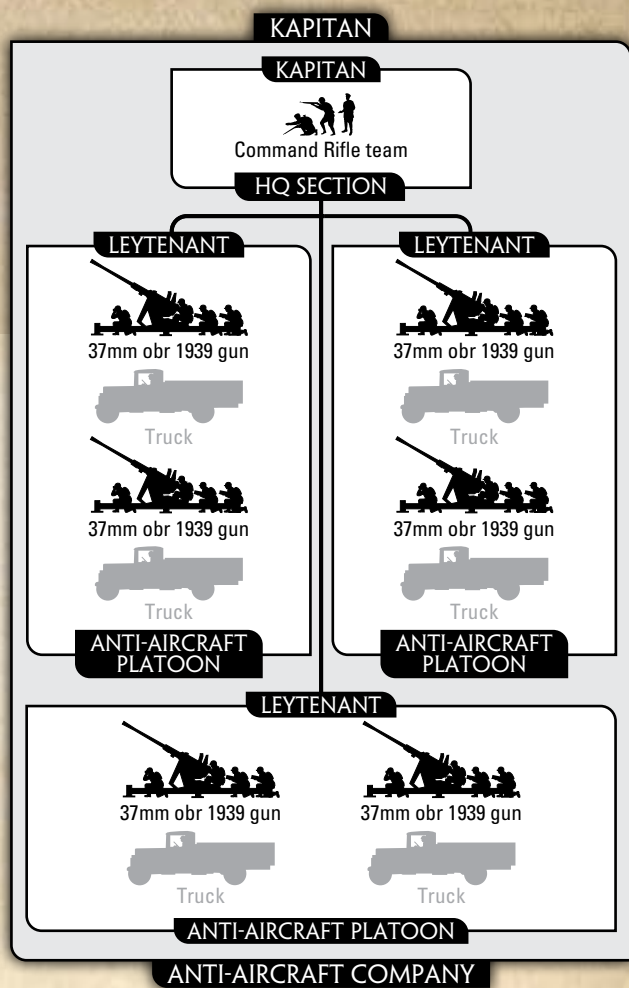
OPTION

- Add trucks for +5 points for the company.

The Luftwaffe, the fascists' air force, has been surprisingly active, despite the Red Army Air Force's dominance of the skies. They will often fly in low and fast to avoid our aircraft above, but this makes them vulnerable to our towed anti-aircraft guns.

The 37mm obr 1939 anti-aircraft guns have an impressive amount of firepower and will put up a wall of fire that neither the enemy's aircraft nor infantry can penetrate.

The six weapons of the company can cover a good amount of ground as well, making sure that there is no way the Luftwaffe's raids will be able to press home their futile attacks.



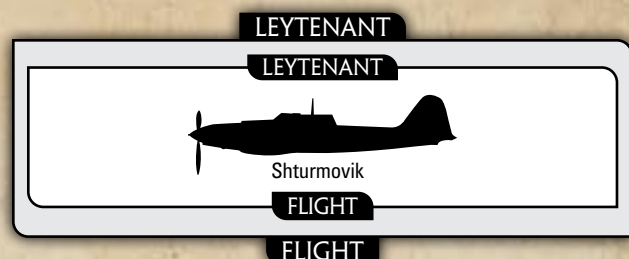
AIR SUPPORT

PRIORITY AIR SUPPORT

Il-2M Tip 3M Shturmovik	290 points
Il-2 Shturmovik	270 points

LIMITED AIR SUPPORT

Il-2M Tip 3M Shturmovik	225 points
Il-2 Shturmovik	200 points





Powerful 'Josef Stalin' IS-2 obr 1944 heavy tanks take the streets of Vienna with brute force.





The battle for Vienna comes down to intense street fighting between vengeful Soviet infantry and the resolute Waffen-SS.



CLOSING IN

By late February 1945, the Soviet winter offensive was coming to a close. Zhukov's army had pushed all of the way to the Oder and was now situated only a day's march from the outskirts of Berlin. However, the Red Army's supply lines were stretched to the limit. Zhukov's relentless push to the Oder put quite a large distance between his 1st Byelorussian Front and Rokossovsky's 2nd Byelorussian Front, which was busy trying to clear the Germans from western Prussia. The offensive came to a halt as the Soviets planned for the next, and hopefully last, phase of the war.

SONNENWENDE

Generaloberst Heinz Guderian took this moment of reprieve to launch his own attack in the north. Using the tried and true tactic of counterattacking the flanks of a Soviet breakthrough, Guderian proposed a two-pronged attack, code-named Operation *Sonnenwende* (Solstice) to hit Zhukov in his exposed northern and southern flanks. To do it, Guderian needed the 6th SS-Panzer Army, currently refitting in reserve following the Ardennes offensive. But Hitler had other plans for the army and sent it south to secure the Hungarian oil-fields south of Vienna. He then altered Guderian's plan to a single-pronged attack aimed against Zhukov's northern flank at Stargard.

Guderian cobbled together a force of ten divisions, seven of which were panzer formations, for the assault. The group was organised under the command of the 11th SS-Panzer Army as a part of *Reichsführer-SS* Heinrich Himmler's own Army

Group Vistula. However, Guderian entrusted his own deputy, *General der Panzertruppen* Walter Wenck, to command the attack.

An inspection of the assault force found it lacking, but Wenck decided to go ahead anyway with smaller piecemeal attacks. On 15 February, a one-division assault took the Soviets by surprise and reached an embattled German garrison at Arnswalde, seven miles behind enemy lines. The success of the attack led the German command to commit the rest of its unready forces to *Sonnenwende* on 16 February.

The 11th SS-Panzer Army had trouble finding and engaging the enemy and wasted a day trying to figure out where to commit its main attack. *Sonnenwende* was further derailed when Wenck was injured in a car accident and bad weather settled in to force the German tanks to the roads.

Himmler took personal command of the operation and ordered it to continue. However the next morning the attack force ran into major anti-tank defences and many minefields. The offensive's impetus had disintegrated, so Himmler called off the attack on 18 February.

The Germans were disappointed in the outcome of *Sonnenwende*, but they could not have known just how serious an impact it had on the Soviets. Blown out of proportion, the German counterattack shook Zhukov's confidence in his open flanks, and Stalin agreed to stop all westward operations until Rokossovsky's 2nd Byelorussian Front could be brought up.

TO THE ODER RIVER



SECURING THE NORTHERN FLANK



WEST PRUSSIA

Following *Sonnenwende*, Zhukov and Rokossovsky launched some small operations against Army Group Vistula starting on 1 March. The 3rd Shock Army pushed the Germans from their meagre gains and broke open a gap. 1st and 2nd Guards Tank Armies exploited through the gap and reached the coast three days later.

The fortress city of Kolberg was isolated and cut off from greater Germany. Zhukov's forces met up with Rokossovsky's

on 4 March, achieving a secure and solid flank. Zhukov wheeled his troops west and contracted his lines along the Oder as Rokossovsky slowly ground the German Second Army to dust.

By mid-March, all that remained of the German army east of the Oder were some of the Baltic ports such as Kolberg, Danzig, and Königsberg, which stubbornly held out. However, these battered defenders could be contained indefinitely by Soviet rear-echelon troops, allowing battle-hardened troops to prepare for the final assault on Berlin.



GROWING OLD IN THE RED ARMY

If your unit still existed, you had to be with it!

— Nikolai Yakovlevich Zheleznov

The Soviet army in 1945 was a completely different beast than what it once was. During the desperate early years of the war, it had weathered political purges, devastating losses, and cruel campaigns. It was a terrible war of attrition, and Joseph Stalin's Soviet Union was prepared to bear the cost using sheer manpower. Despite this cold reality, the soldiers of the Red Army persevered and pushed the invaders off Soviet soil following Operation Bagration in June 1944.

The cost of this success was steep. Massive casualties were sustained by the Soviets. As the Red Army approached the borders of Germany, its ranks were thinned. Gone were the days of mass human wave tactics and expendable manpower. Soviet formations could not expect to be readily reinforced the same way the troops of the Western armies were. They fought on until the end of a campaign, bearing the casualties as best they could. Only once the campaign was over, if they weren't immediately thrown into another offensive, did they receive replacements and new equipment.

THE RED ARMY IN 1945

By January 1945, many mechanised infantry formations had about 60% of their strength and had been in the front line for nearly six months. Rifle and shock divisions were even more depleted at about 50% or less. The commander of the 150th Rifle Division, whose men would soon find themselves fighting within the walls of the Reichstag, commented that his rifle *battalions* consisted of 30-40 men each, the size of a full strength rifle *platoon* only a few months before!

Tank units were hit particularly hard. A typical full-strength Soviet tank corps had 189 tanks on record. By January 1945 many of the frontline units had about 40% of their strength left. Three months later these same units would have less than two dozen tanks remaining, but were still fighting and leading exploitations.

To compensate for this lack of manpower, the Soviets began to rely more and more on firepower. They took great pains to make sure that a division's heavy weapons remained operating at full capacity. The number of guns in the armies of the Soviet Union remained near full-strength and even at times increased. They accomplished this simply by reducing the crew of each gun. In some cases, toward the end of the war, many companies and batteries were operating their guns with one or two men per weapon!

In spite of all of these hardships, the Soviet soldier was on the brink of victory. For many, Berlin was only a day's march away. They might be the last of their once mighty platoon, company, or battalion, but they were now in a position to finish what their fallen comrades started.

THE CHANGING BATTLEFIELD

The next steps that Soviet soldiers were going to make would take them into the German heartland. There they would no longer be liberators, rather invaders. Political komissars took the opportunity to change their indoctrination messages from liberating oppressed people to one of bloody vengeance.

It was time for each soldier in the Red Army to settle a score. This had some serious consequences as some Soviet troops committed terrible deeds on the German population in the name of revenge for the German occupation of Soviet territories. The war on the Eastern Front was one of the darkest moments in human history, but the only way to end this chapter was to end the war.

THE VICTORS

The Soviet winter and spring offensives broke open the Eastern Front, and Berlin was next. The men that would make this final assault for the glory of the Soviet Union were survivors. They had gone through some of the toughest fighting in World War II, under some of the most difficult circumstances. In spite of German shells, relentless battles, and even their own political komissars, the men of the Red Army had come to the borders of Germany a hardened and determined force.



THIRD UKRAINIAN FRONT

JANUARY 1945

18TH TANK CORPS

 120 T-34 tanks*
 19 IS-2 heavy tanks
 11 SU-85 assault guns

* A full strength Soviet tank corps has 189 tanks.

MARCH 1945

 48 T-34 tanks
 12 SU-76 assault guns
 16 ISU-122 heavy assault guns
 6 ISU-152 heavy assault guns

1ST GUARDS MECHANISED CORPS

 62 SU-100 assault guns
 184 M4A2 'Emcha' tanks
 62 SU-100 assault guns

 60 M4A2 'Emcha' tanks
 13 SU-100 assault guns

23RD TANK CORPS (ATTACHED 25 JAN)

 184 T-34 tanks
 19 ISU-152 heavy assault guns
 4 IS-2 heavy tanks

 34 T-34 tanks
 4 ISU-152 heavy assault guns
 4 IS-2 heavy tanks

The 3rd Ukrainian Front was situated in Hungary against the German Army Group South. Commanded by Lieutenant-General Simon P. Ivanov, the front held the left flank of Konev's 1st Ukrainian Front. The 3rd Ukrainian helped repel German attempts to relieve the encircled garrison in Budapest, and then struck north on 16 March 1945 with the 2nd Ukrainian Front to capture Vienna on 13 April.

The figures above are for the 3rd Ukrainian Front from January 1945 to the eve of the Vienna offensive on 16 March. It illustrates just how understrength the Soviet tank forces were in March and underscores their impressive accomplishments in the closing weeks of the war.

HEROES OF THE SOVIET UNION

'Only the luckier, smarter, sharper crews made it out alive.'

— Vasili Pavolovich Bryukhov

The tireless advances from Operation Bagration to the very borders of Germany have severely depleted our heroic brigades. Replacement soldiers and crews are rare, and time to develop new tactics is even more so. However, in an army where initiative is often punishable, there are remarkable exceptions, adapting and leading crews or platoons toward final victory. Those men that remain have become professional soldiers along the way and are determined to end this terrible war.

Hero companies and platoons from a Hero Tankovy Brigada (page 38), a Hero Motostrelkovy Batalon (page 42), a Hero Sredniy Samokhodno-artilyeriyskiy Polk (page 50), and Hero Corps Support (page 52) use all of the normal Soviet special rules on pages 249 to 252 of the rulebook (except for Hen and Chicks). In addition they also use the Luckier, Smarter, and Sharper special rules.

LUCKIER

Your men have come through the cauldron of war. Most have been in action non-stop since Operation Bagration, nearly a year ago. They have learned to survive, and the luckiest, smartest, sharpest of these have become Heroes of the Soviet Union.

If the Company or 2iC Command team is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

SMARTER

Many years of war have made the Soviet soldiers veterans. Once in combat, they know what to do and how best to do it. They persevere, though still plagued by incompetent leadership and an influx of poorly trained or ill-prepared replacements.

Teams from Hero platoons and companies pass all Skill Tests on a result of 3+. In addition, when firing bombardments, Hero companies roll to hit as though they were rated as Veteran.

SHARPER

Years of training on the job means that tank crews have become familiar with their tanks and they know how to get the most out of them.

Hero platoons and companies do not use the Hen and Chicks special rule.

HERO TANKOVY BRIGADA

HERO TANK BRIGADE TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Hero Tankovy Brigada
HQ

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

Your Hero Tankovy Brigada HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies or platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

ARMOUR



Hero Tankovy Company

ARMOUR



Hero Tankovy Company

ARMOUR



Hero Tankovy Company

WEAPONS COMPANIES

ANTI-AIRCRAFT



Hero Anti-aircraft
Platoon

INFANTRY



Hero Tank-Rider
Company

ARTILLERY



Hero Mortar Company

ANTI-TANK



Hero Anti-tank
Company

SUPPORT COMPANIES

ARMOUR



Guards Hero Heavy
Tank Company

Guards Hero Heavy
Assault Gun Company

Hero Medium Assault
Gun Company

Hero Assault Gun
Company

ARMOUR



Hero Medium Assault
Gun Company

Hero Assault Gun
Company

Hero Tank Destruction
Company

RECONNAISSANCE



Hero Light Armoured
Car Platoon

Hero Spetsnaz Platoon

Hero Mototsikletnaya
Platoon

INFANTRY



Hero Motostrelkovy
Company

INFANTRY



Hero Sapper Company

Hero Razvedki Platoon

ARTILLERY



Hero Motorised
Artillery Battalion

Hero Heavy Mortar
Company

ARTILLERY



Guards Hero Rocket
Mortar Battalion

Hero Reserve Artillery
Battalion

Hero 160mm Mortar
Battalion

ANTI-AIRCRAFT



Hero Anti-aircraft
Company

AIRCRAFT



Air Support

HERO OF THE SOVIET UNION

'It takes a very brave man not to be a hero in the Soviet army.'
— Joseph Stalin

The Hero of the Soviet Union was the highest award of the Red Army, roughly equivalent to the British Victoria Cross, the American Medal of Honor, and the German Knight's Cross. It was a title highly coveted by many soldiers. Winners received the Gold Star Medal as well as a small booklet confirming their citation, their title: Hero of the Soviet Union.

To be eligible, a person had to accomplish a great military feat, and that person could be anyone: man or woman, enlisted or officer. Personnel who had surrendered or were captured were ineligible for the award. In some cases a person could win a second Gold Star Medal, but rarely could one win more than two.

Those Heroes that survived the war were entitled to many perks, including priority in choosing housing (at a reduced

rate), free medical attention, paid holidays, and even instant front row access to sporting and cultural events.

Over 11,600 of these awards were given to soldiers, pilots, sailors, partisans, and civilians during the course of the war. Of those, 8539 were given to ground forces, 2332 to the air force, 513 to the navy, and 249 to partisans and saboteurs.

MOTIVATION AND SKILL

A Hero Tankovy Brigada from a Guards division is rated **Fearless Trained**.

A Hero Tankovy Brigada from a Red Army division is rated **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO TANKOVY BRIGADA HQ

HEADQUARTERS

1 T-34 obr 1942	65 points	55 points
1 T-34/85 obr 1944	95 points	85 points

OPTIONS

- Upgrade T-34 obr 1942 to have a Cupola for +5 points.
- Add Bed Spring Armour to T-34 obr 1942 or T-34/85 obr 1944 tank for +5 points.



- Mount a SMG Tank Escort on HQ tank for +10 points.

COMBAT COMPANIES

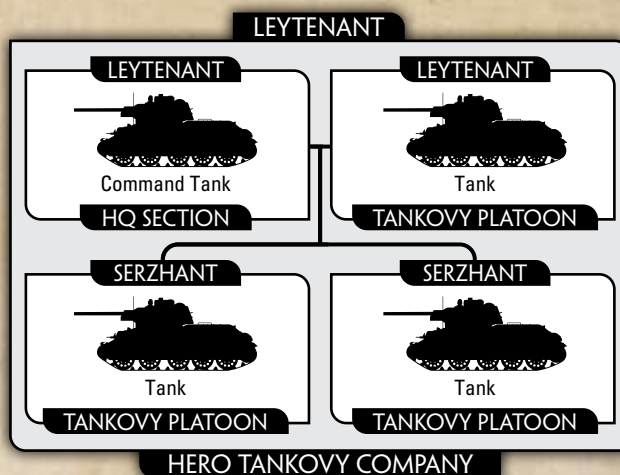
HERO TANKOVY COMPANY

COMPANY

4 T-34 obr 1942	260 points	230 points
3 T-34 obr 1942	195 points	170 points
4 T-34/85 obr 1944	375 points	330 points
3 T-34/85 obr 1944	280 points	250 points

OPTIONS

- Upgrade all T-34 obr 1942 to have Cupolas for +5 points for the company.
- Replace any or all T-34 obr 1942 with T-34/85 obr 1944 tanks for +30 points per tank.
- Add Bed Spring Armour to any or all T-34 obr 1942 or T-34/85 obr 1944 tanks for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.



WEAPONS COMPANIES

HERO TANK-RIDER COMPANY

COMPANY

HQ Section with:

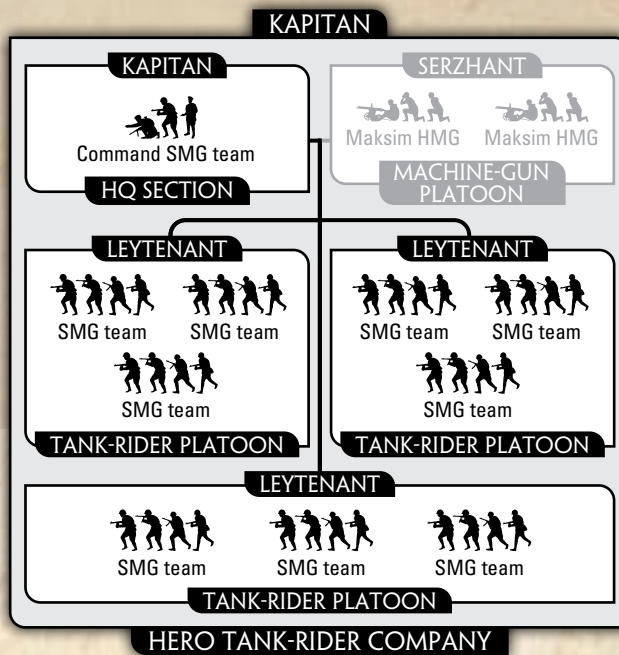
3 Tank-rider Platoons	210 points	175 points
2 Tank-rider Platoons	150 points	125 points

OPTIONS

- Add up to two Maksim HMG teams for +25 points per team.
- Replace up to one SMG team per Tank-rider Platoon with a Panzerfaust SMG team for +10 points per team.

We are about to plunge into the final battles of the war. We are ready, but so are the Germans. They will be waiting for us, armed with *Panzerfaust* anti-tank rocket launchers, automatic weapons, and countless obstacles and traps.

Our numbers are not what they used to be, but we are resolute in avenging our fallen comrades and making this final push. We will not abandon our tankmen!

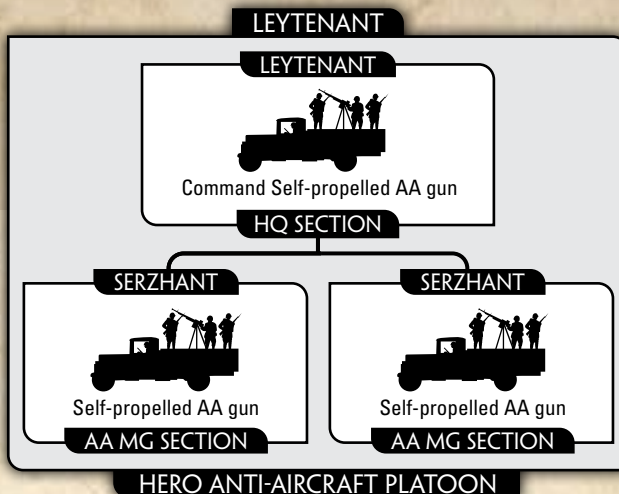


HERO ANTI-AIRCRAFT PLATOON

PLATOON

3 DShK AA truck	75 points	65 points
3 ZSU M17 MGMC	150 points	135 points

As we crush the Nazi army into a smaller and smaller pocket, what is left of the *Luftwaffe* will try to strike at us whenever they can. We are prepared and have had plenty of chances to practice our gunnery against these ever-rarer fascist aeroplanes.



THE VIENNA OFFENSIVE, MARCH-APRIL 1945

Hitler's greatest concern on the Eastern Front was holding the Hungarian oil fields near Komarno. As those near him would confess, the trouble was that Hitler often fought the war from a map, rather than take in intelligence and situation reports. Had he paid attention to these sources, he would have known that the oil fields were already flattened by the Red Army air force and artillery. The fields were utterly useless to the war effort, but still Hitler insisted that they be held at all costs.

AWAKENING SPRING

In February, the *Führer* ordered an offensive, fancifully titled 'Awakening Spring', to put a larger buffer between the oil fields and the front line. Army Group South, under the command of *General der Infanterie* Otto Woehler, received the 6th SS-Panzer Army to undertake the attack along with the 2nd Panzer Army. The 6th SS-Panzer had been recovering from the Ardennes offensive and severely lacked infantry support, but Hitler trusted his SS divisions more than any other and so they were given his most pressing problem.

At midnight on 5 March, the operation began with the capture of several bridgeheads on the Drava River. Mud, wet snow, and extensive Soviet minefields slowed the advance and portions of the 6th SS-Panzer didn't get into action until the next day.

Nevertheless, the German attack advanced 20 miles, cutting through Soviet defensive lines. The troops of the 1st SS-Panzer Corps marched in the snow and cold rain and grabbed a toehold over the Sarviz Canal, however the hard-fought gains of the German army would soon be dashed against a renewed Soviet offensive.

PARRY AND THRUST

On 16 March, as the 6th SS-Panzer and 2nd Panzer Armies were dutifully executing Operation Awakening Spring, the 2nd and 3rd Ukrainian Fronts counterattacked. The Soviets ground their way through the thin German lines. The defenders fell back and tried to set up a defensive line in front of Vienna, but serious cracks were still exposed when a second major Soviet punch smashed into them.



The Soviet advance was single-minded and left its flanks exposed as it drove toward Vienna. Under normal circumstances this posed a serious risk, and one Hitler demanded be exploited. However, General Woehler simply could not muster the forces or supplies to counterattack. Furious, Hitler brought the 25th Panzer and *Führer* Grenadier Divisions out of reserve and sent them to Vienna to counterattack. Once again Woehler insisted that he could not. Hitler sacked the general and replaced him with the ruthless *Generaloberst* Lothar Rendulic, whose reputation as a harsh enforcer of Hitler's will in east Prussia earned him Hitler's toughest and most important tasks.

Despite Rendulic's presence, Vienna fell to the Soviets on 13 April. Unnoticed in the confusion to hold Vienna, the Hungarian oil fields also slipped away. The Soviet offensive in the south came to a close as all focus had been directed toward the final prize: Berlin.

HERO MOTOSTRELKOVY BATALON

HERO MOTOR RIFLE BATTALION MECHANISED COMPANY

HEADQUARTERS



HEADQUARTERS



Hero Motostrelkovy Batalon HQ

43

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

Your Hero Motostrelkovy Batalon HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies or platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

INFANTRY



Hero Motostrelkovy Company

43

INFANTRY



Hero Motostrelkovy Company

43

INFANTRY



Hero Motostrelkovy Company

43

MACHINE-GUNS



Hero Machine-gun Company

44

ARTILLERY



Hero Mortar Company

44

ANTI-TANK



Hero Anti-tank Company

45

WEAPONS COMPANIES

ARMOUR



Hero Tankovy Company

39

RECONNAISSANCE



Hero Light Armoured Car Platoon

46

Hero Mototsikletnaya Platoon

47

INFANTRY



Hero Razvedki Platoon

46

Hero Sapper Company

54

INFANTRY



Hero Submachine-gun Company

47

ARTILLERY



Hero Motorised Artillery Battalion

49

ARTILLERY



Hero Mortar Company

44

ARTILLERY



Hero Heavy Mortar Company

48

SUPPORT COMPANIES

ARMOUR



Hero Tankovy Company

39

ARMOUR



Guards Hero Heavy Tank Company

52

Guards Hero Heavy Assault Gun Company

52

Hero Medium Assault Gun Company

51

Hero Assault Gun Company

53

ARMOUR



Hero Medium Assault Gun Company

51

Hero Assault Gun Company

53

Hero Tank Destruction Company

54

RECONNAISSANCE



Hero Spetsnaz Platoon

53

ARTILLERY



Hero Reserve Artillery Battalion

56

Hero 160mm Mortar Battalion

106

ARTILLERY



Guards Hero Rocket Mortar Battalion

55

ANTI-AIRCRAFT



Hero Anti-aircraft Company

57

Hero Anti-aircraft Platoon

40

AIRCRAFT



Air Support

31

'In the Red Army it takes a very brave man to be a coward.'

— Marshal Georgy Zhukov

MOTIVATION AND SKILL

A Hero Motostrelkovy Batalon from a Guards division is rated as **Fearless Trained**.

A Hero Motostrelkovy Batalon from a Red Army division is rated as **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO MOTOSTRELKOVY BATALON HQ

HEADQUARTERS

Battalion HQ

35 points

30 points

OPTION

- Add a Battalion Komissar team for +15 points.

PODPOLKOVNIK

PODPOLKOVNIK

Company Command Rifle team

ZiC Command Rifle team

Battalion Komissar team

BATTALION HQ

HERO MOTOSTRELKOVY BATALON HQ

COMBAT COMPANIES

HERO MOTOSTRELKOVY COMPANY

COMPANY

HQ Section with:

3 Motor Rifle Platoons

275 points

230 points

2 Motor Rifle Platoons

190 points

160 points

OPTIONS

- Add up to two Maksim HMG teams for +25 points per team.
- Replace up to one SMG team per Motor Rifle Platoon with a Panzerfaust SMG team for +10 points per team.

KAPITAN

KAPITAN

Command SMG team

SERZHANT

Maksim HMG Maksim HMG

HQ SECTION

MACHINE-GUN PLATOON

LEYTENANT

SMG team SMG team
SMG team SMG team

LEYTENANT

SMG team SMG team
SMG team SMG team

MOTOR RIFLE PLATOON

MOTOR RIFLE PLATOON

LEYTENANT

SMG team SMG team SMG team SMG team

MOTOR RIFLE PLATOON

HERO MOTOSTRELKOVY COMPANY

The enemy has fallen back to his last citadel. The time for victory is upon us and we must not fail. Leave no weapon unused, spare no time, drive on to Berlin!



HERO MACHINE-GUN COMPANY

COMPANY

HQ Section with:



2 Machine-gun Platoons

170 points

150 points

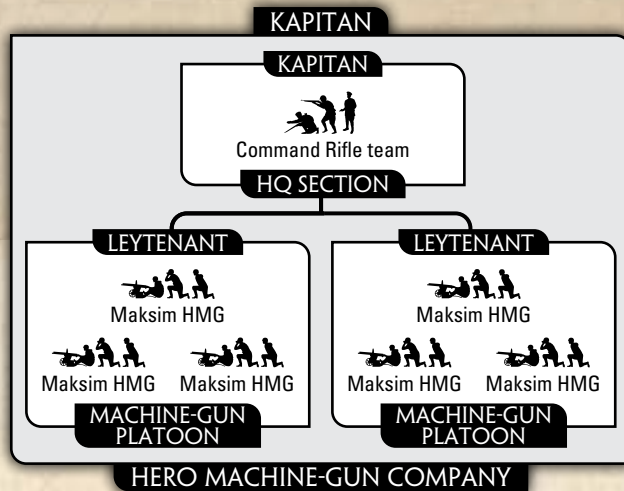
1 Machine-gun Platoon

90 points

80 points

Our machine-guns will make up for our loss in manpower. The Germans are weak and cannot attack in force, but in case they do, these machine-guns will meet and defeat them.

In the battles before us, the Maksim will be essential for supporting our infantry assaults with firepower.



HERO MORTAR COMPANY

COMPANY

HQ Section with:



6 82-BM-41

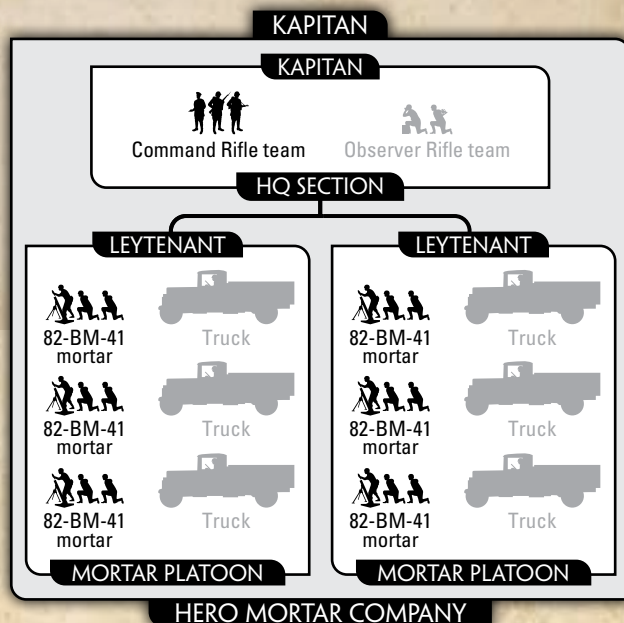
120 points

105 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

Despite the toll that the winter campaigns have taken, we still maintain all of our mortars. We have achieved this by reducing the number of crew members rather than the number of weapons. This ensures that we can continue supporting our troops as they press on to the final objective: victory.





HERO ANTI-TANK COMPANY

COMPANY

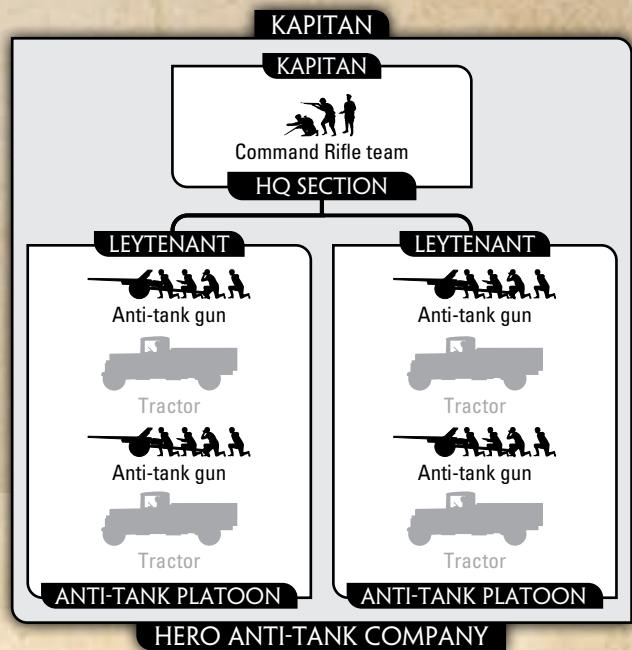
HQ Section with:

4 45mm obr 1942	90 points	80 points
4 57mm ZIS-2	170 points	150 points
4 76mm ZIS-3	115 points	100 points

OPTIONS

- Add trucks or Lend-lease M2 or M3 half-tracks for +5 points for the company.
- Arm any or all M2 or M3 half-tracks with a .50 cal AA MG for +5 points per half-track.

The 76mm ZIS-3 anti-tank guns of a Hero Anti-tank Company cannot fire Artillery Bombardments.



WEAPONS COMPANIES

HERO LIGHT ARMoured CAR PLATOON

PLATOON

3 BA-64



90 points



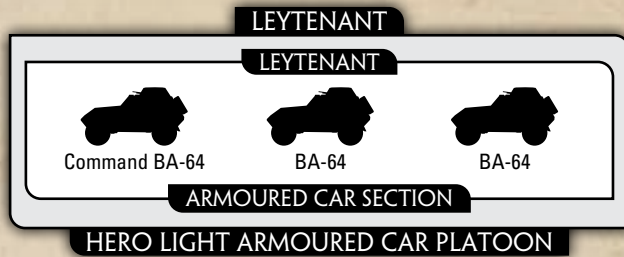
90 points

OPTION

- Replace the AA MG on up to two armoured cars with a hull-mounted PTRD anti-tank rifle at no cost.

A Hero Light Armoured Car Platoon is a Reconnaissance Platoon.

A Hero Light Armoured Car Platoon is not subject to the Centralised Control special rule.



A Hero Light Armoured Car Platoon is rated Fearless Trained.

FEARLESS

TRAINED



HERO RAZVEDKI PLATOON

PLATOON

HQ Section with:

2 Rifle Squads



145 points



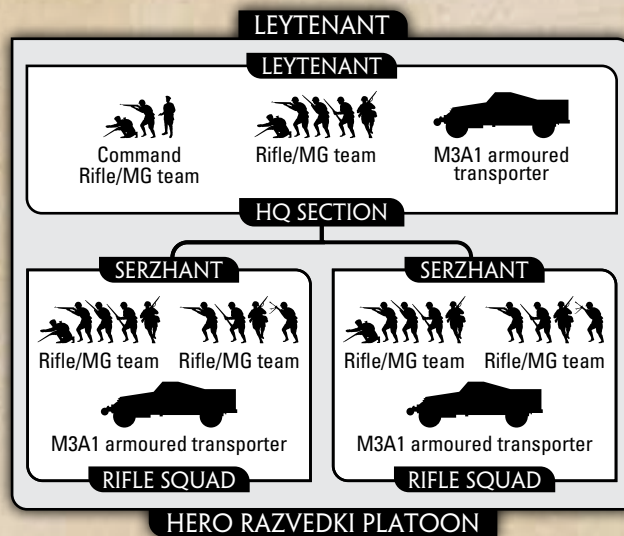
145 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams at no cost.
- Replace one AA MG on any or all M3A1 armoured transporters with a .50 cal AA MG for +5 points per vehicle.
- Arm any or all M3A1 armoured transporters with an additional AA MG for +5 points per vehicle.
- Replace all M3A1 armoured transporters with turret-less BA-10M or captured Sd Kfz 251 armoured transporters at no cost.
- Replace up to one Rifle/MG or SMG team per Rifle Squad with a Panzerfaust SMG team for +10 points per team.

You may replace up to one Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.

A Hero Razvedki Platoon is not subject to the Centralised Control special rule.



A Hero Razvedki Platoon is rated Fearless Trained.

FEARLESS

TRAINED

Leading the exploitation and breakthrough columns has thinned the ranks of the *razvedki*, but they can sense the end of the war more keenly than most and their resolve has not diminished.

HERO MOTOSIKLETNAYA PLATOON

PLATOON

HQ Section with:

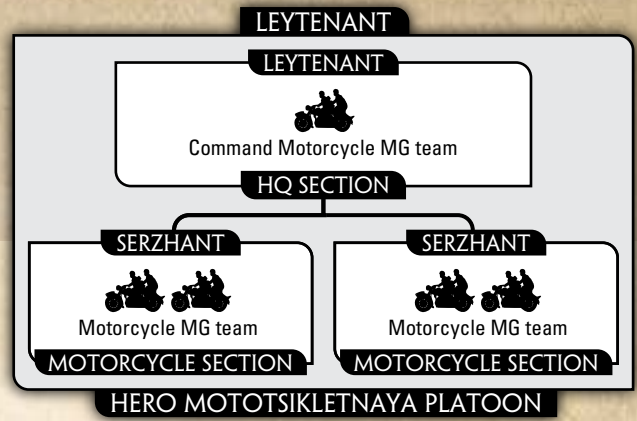
2 Motorcycle Sections	105 points 	105 points 
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A Hero Mototsikletnaya Platoon is not subject to the Centralised Control special rule.

A Hero Mototsikletnaya Platoon uses the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance teams while mounted.

A Hero Mototsikletnaya Platoon is rated **Fearless Trained**.

FEARLESS | **TRAINED**



The motorcycle platoons of the *razvedki* are out there keeping a vigilant eye on the Germans' whereabouts.



HERO SUBMACHINE-GUN COMPANY

COMPANY

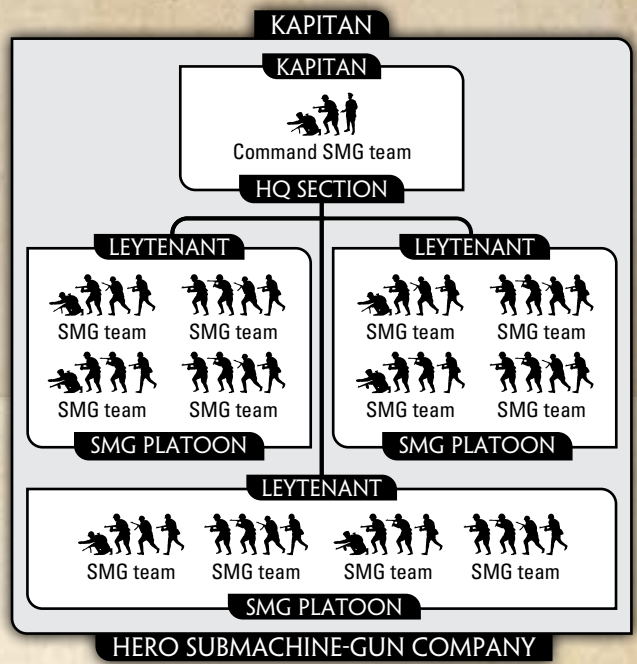
HQ Section with:

3 SMG Platoons	275 points 	230 points 
2 SMG Platoons	190 points	160 points

OPTION

- Replace up to one SMG team per SMG Platoon with a Panzerfaust SMG team for +10 points per team.

Armed with the deadly PPSH submachine-guns, this company will sweep the Germans aside. It is truly poetic and just that we use the German-made *Panzerfaust* anti-tank launchers to deal with the fascist tanks that dare attack our troops.





HERO HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

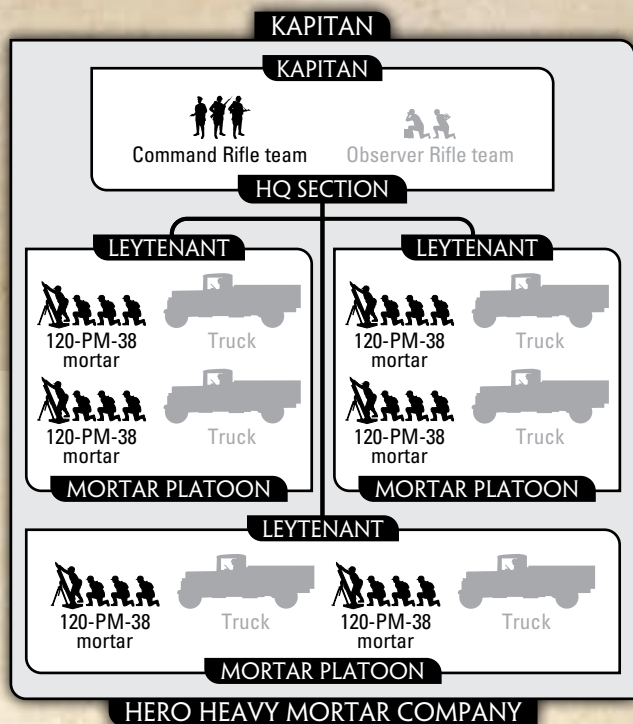
6 120-PM-38	180 points	160 points
4 120-PM-38	125 points	110 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

The heroes of the heavy mortar company will continue to pour the high-explosive bombardments on top of the enemy. They are even more deadly than before, taking on all of the experience gained from the last year of brutal campaign after brutal campaign.

There is nowhere the Germans can go now, and the mortar troops have their coordinates. Few will escape our revenge.





HERO MOTORIZED ARTILLERY BATTALION

COMPANY

HQ Section and

Three Gun Batteries with: 12 76mm ZIS-3	330 points	290 points
Two Gun Batteries with: 8 76mm ZIS-3	260 points	230 points
One Gun Battery with: 4 76mm ZIS-3	155 points	140 points

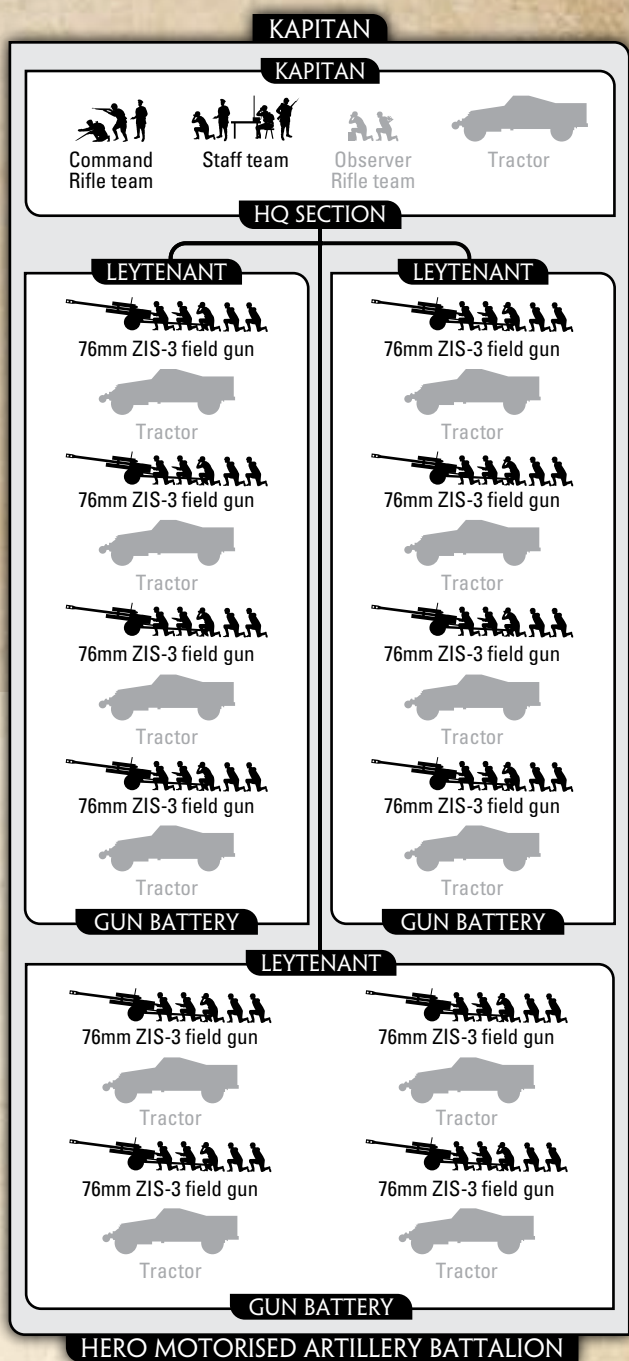
OPTIONS

- Add an Observer Rifle team for +15 points.
- Add lend lease Dodge ¾-ton trucks, M2 or M3 half-tracks, or M3A1 armoured tractors for +5 points per Gun Battery.
- Arm any or all M2 or M3 half-tracks or M3A1 armoured tractors with a .50 cal AA MG for +5 points per vehicle.

We have taken few irrecoverable losses in our artillery. Furthermore, our gunners have become expert artillerymen. We have plenty of firepower and ammunition to keep the fascists under a constant barrage from all twelve 76mm ZIS-3 field guns in our battalion.

The light-weight ZIS guns have a low silhouette, which means you will have a good chance of hiding your battery until just the right moment that the German counterattack develops. The battery will decimate the attack and end it before it even reaches our lines.

During our final assaults, the heroes of the *motostrelkovy* and *tankovy* will rely on our deadly accurate fire to keep the Germans tied down. Volleys from our guns will obliterate enemy anti-tank guns, artillery, and machine-guns. This will enable our comrades to rush forward and capture the shattered German positions. Tomorrow we will do the same to the next German line and so on until ultimate victory has been achieved!



HERO MOTORIZED ARTILLERY BATTALION

HERO SREDNIY SAMOKHODNO-ARTILLYERIYSKIY POLK

HERO MEDIUM SELF-PROPELLED ARTILLERY REGIMENT

TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Hero Sredniy Samokhodno-artillyeriyskiy Polk HQ

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

Your Hero Sredniy Samokhodno-artillyeriyskiy Polk HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other companies or platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

ARMOUR



Hero Medium Assault Gun Company

ARMOUR



Hero Medium Assault Gun Company

ARMOUR



Hero Medium Assault Gun Company

ARMOUR



Hero Medium Assault Gun Company

SUPPORT COMPANIES

ARMOUR



Guards Hero Heavy Tank Company

ARMOUR OR RECONNAISSANCE



Hero Tankovy Company

Hero Light Armoured Car Platoon

INFANTRY



Hero Motostrelkovy Company

ANTI-TANK



Hero Tank Destruction Company

ARTILLERY



Hero Motorised Artillery Battalion

ARTILLERY



Hero Heavy Mortar Company

Hero Reserve Artillery Battalion

Hero 160mm Mortar Battalion

ARTILLERY



Guards Hero Rocket Mortar Battalion

ANTI-AIRCRAFT



Hero Anti-aircraft Company

AIRCRAFT



Air Support

208TH SELF-PROPELLED GUN BRIGADE

5 MARCH 1945



63 SU-100 assault guns

16 MARCH 1945



27 SU-100 assault guns

The 208th Self-propelled Gun Brigade supported the 3rd Ukrainian Front. Their experience was typical of veteran Red Army assault gun units in the field. Like the tank brigades, the assault guns endured more than their fair share of casualties. However, this only led the survivors to band together and fight better as a close group of comrades.

MOTIVATION AND SKILL

A Hero Sredniy Samokhodno-artillyeriyskiy Polk from a Guards division is rated **Fearless Trained**.

A Hero Sredniy Samokhodno-artillyeriyskiy Polk from a Red Army division is rated **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO SREDNIY SAMOKHODNO-ARTILLYERIYSKIY POLK HQ

HEADQUARTERS

1 T-34/85 obr 1944

95 points

85 points

OPTION

- Mount an SMG Tank Escort on HQ tank for +10 points.



COMBAT COMPANIES

HERO MEDIUM ASSAULT GUN COMPANY

COMPANY

3 SU-85

230 points

205 points

3 SU-85M

305 points

270 points

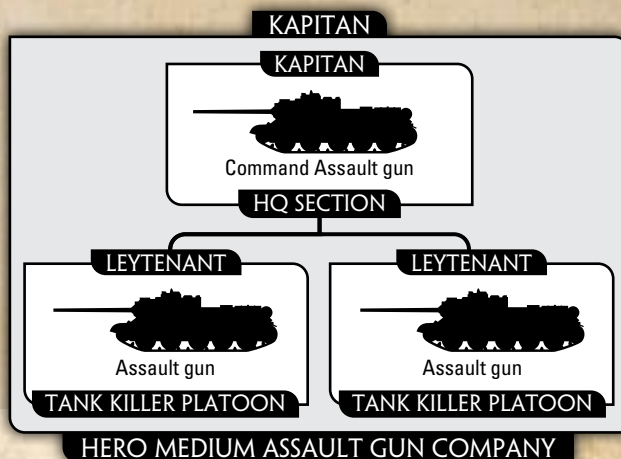
3 SU-100

360 points

320 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.



CAT KILLERS

The medium self-propelled guns were used as long-range anti-tank weapons to support tanks and infantry against German tanks.

Assault guns from a Hero Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Hero Medium Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

As the German collapse becomes more and more certain, it falls to us to make sure that we all make it out alive. Closer co-operation between our assault guns, the tanks of the *tankovy*, and the infantry of the *motostrelkovy* will win the day.


We may be lucky and our enemy disheartened, but they may just as well fight hard and fanatically. We must be cunning and choose our battlegrounds carefully so that we can make the most of our long-range and powerful guns.



HERO CORPS SUPPORT

MOTIVATION AND SKILL

Hero support platoons and companies from a Guards division (marked ) are rated as **Fearless Trained**.

Hero support platoons and companies from a Red Army division (marked ) are rated as **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN





RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

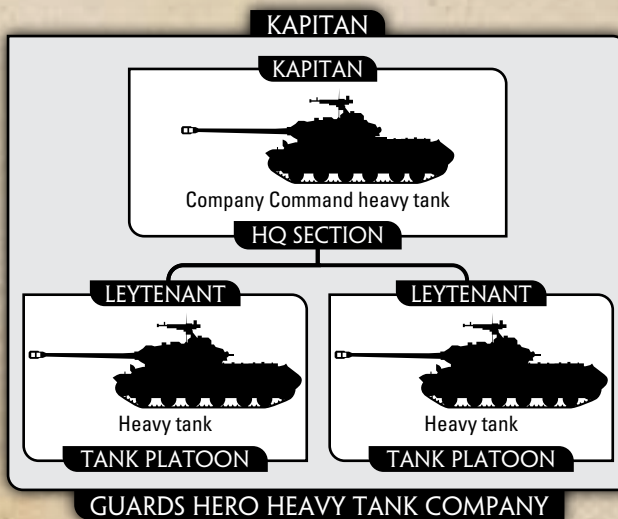
GUARDS HERO HEAVY TANK COMPANY

COMPANY

		
3 IS-2 obr 1943	415 points	415 points
2 IS-2 obr 1943	275 points	275 points
3 IS-2 obr 1944	450 points	450 points
2 IS-2 obr 1944	300 points	300 points

OPTIONS

- Equip any or all tanks with a .50 cal AA MG for +5 points per tank.
- Add Bed Spring Armour to any or all IS-2 tanks for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.



A Guards Hero Heavy Tank Company is rated **Fearless Trained**.

FEARLESS TRAINED

As the battle for Germany begins, the heavy tanks are ready to offer our tank and infantry comrades the help of the powerful IS-2 tank. These tanks will be essential in the tough fighting ahead.

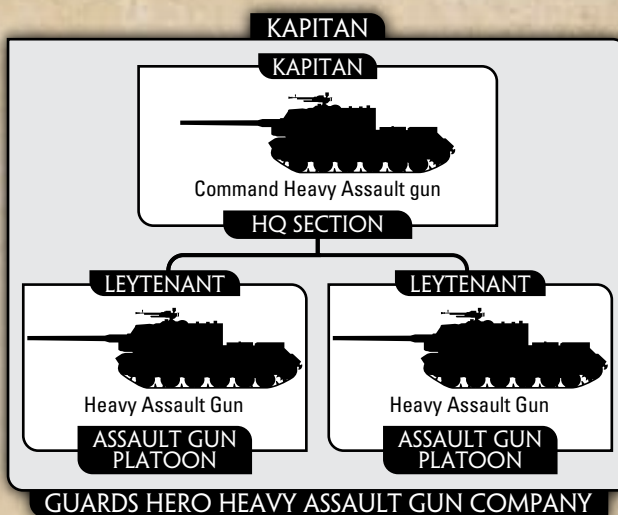
GUARDS HERO HEAVY ASSAULT GUN COMPANY

COMPANY

		
3 ISU-122	355 points	355 points
2 ISU-122	235 points	235 points
3 ISU-152	315 points	315 points
2 ISU-152	210 points	210 points

OPTIONS

- Equip any or all ISU-122 or ISU-152 heavy assault guns with a .50 cal AA MG for +5 points per gun.
- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.



A Guards Heavy Assault Gun Company is rated **Fearless Trained**.

FEARLESS TRAINED

Sometimes, all it takes is a single 152mm shell to break open a tough defensive position. The heavy assault guns will be an essential element for your *motostrelkovy* and *tankovy* as they enter the cities and towns of Germany.

HERO ASSAULT GUN COMPANY

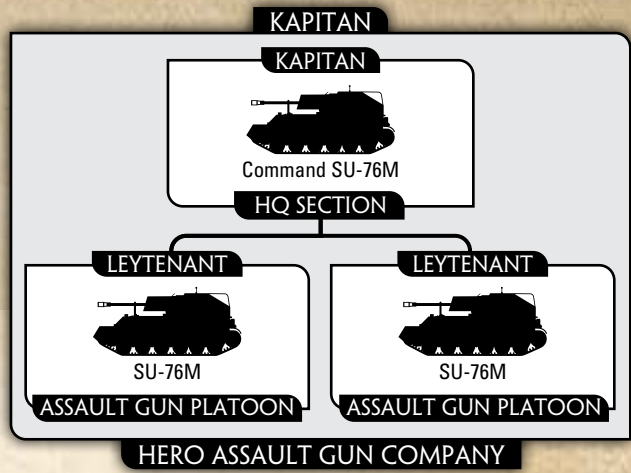
COMPANY

3 SU-76M	135 points	120 points
2 SU-76M	90 points	80 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.

When the Red Army begins to demolish the last of the German positions, the SU-76M will be there doing its part. These heroes have seen intense close combat alongside the *motostrelkovy* across Poland and now into Germany.



HERO SPETSNAZ PLATOON

PLATOON

HQ Section with:

2 Spetsnaz Squads	170 points	170 points
1 Spetsnaz Squad	100 points	100 points

OPTION

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

A Hero Spetsnaz Platoon is a Reconnaissance Platoon.

A Hero Spetsnaz Platoon is an Infiltration Platoon. They may Infiltrate a Hero Tankovy Company, a Hero Tank-rider Company, or a Hero Motostrelkovy Company. See the Infiltration rules on page 250 in the rulebook.

A Hero Spetsnaz Platoon is an exception to the Centralised Control special rule. They operate as a normal platoon.



A Hero Spetsnaz Platoon is rated Fearless Veteran.

FEARLESS | **VETERAN**

The heroic Spetsnaz platoon will be leading our valiant charge to victory.

HERO SAPPER COMPANY

COMPANY

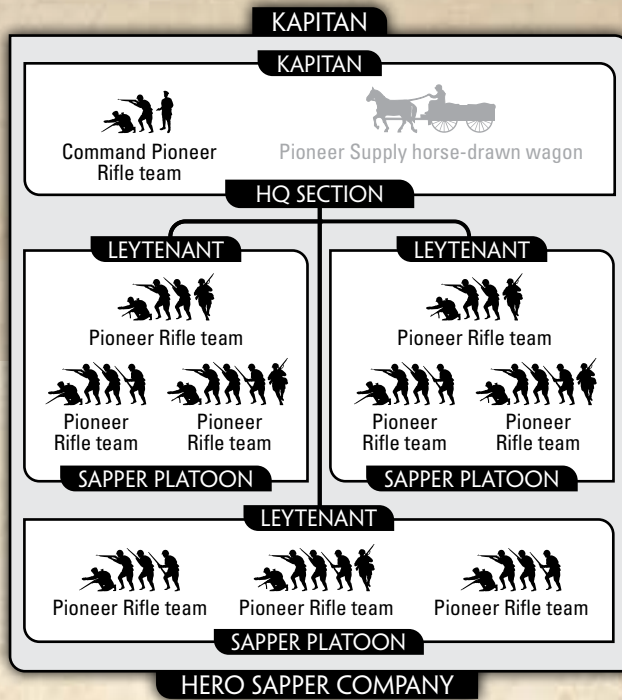
HQ Section with:

3 Sapper Platoons	225 points	185 points
2 Sapper Platoons	155 points	130 points

OPTION

- Add a Pioneer Supply horse-drawn wagon for +20 points or a Pioneer Supply truck for +25 points.

In this grand offensive, there will be no shortage of things to blow up, bridges to build, or German positions to reduce. The sappers have borne the brunt of the war on their backs, but now they, like your other troops, have an opportunity to exact revenge.



HERO TANK DESTRUCTION COMPANY

COMPANY

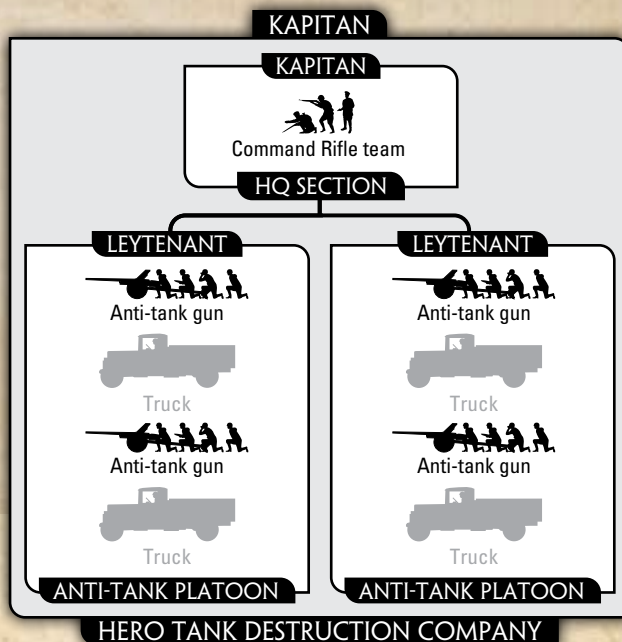
HQ Section with:

4 45mm obr 1942	90 points	80 points
4 57mm ZIS-2	170 points	150 points
4 76mm ZIS-3	115 points	100 points
4 100mm BS-3	305 points	270 points
2 100mm BS-3	150 points	135 points

OPTION

- Add trucks for +5 points for the company.

The 76mm ZIS-3 anti-tank guns of a Hero Tank Destruction Company cannot fire Artillery Bombardments.



GUARDS HERO ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

8 BM-13-16 Katyusha	215 points	215 points
4 BM-13-16 Katyusha	135 points	135 points
2 BM-13-16 Katyusha	75 points	75 points
8 BM-31-12 Katyusha	375 points	375 points
4 BM-31-12 Katyusha	225 points	225 points
2 BM-31-12 Katyusha	120 points	120 points

OPTIONS

- Model all BM-13-16 Katyusha or BM-31-12 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +50 points.
- Replace all DShK AA trucks with 37mm obr 1939 guns towed by trucks for +15 points for the platoon.

A Guards Hero Rocket Mortar Battalion is rated **Fearless Trained**.

FEARLESS | **TRAINED**

SUPER HEAVY ROCKETS

A Guards Hero Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers uses the Super Heavy Rockets special rule.

At the start of the game, place a Full Salvo marker with a Guards Hero Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a battalion with BM-31-12 Katyusha rocket launchers 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 battalion with BM-31-12 Katyusha rocket launchers 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.

PODPOLKOVNIK

PODPOLKOVNIK

Command Rifle team Observer Rifle team



Truck

HQ SECTION

LEYTENANT




DShK AA truck




DShK AA truck

ANTI-AIRCRAFT PLATOON

LEYTENANT




Rocket launcher




Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT




Rocket launcher




Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT




Rocket launcher




Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT



Rocket launcher



Rocket launcher

ROCKET MORTAR PLATOON

GUARDS HERO ROCKET MORTAR BATTALION

MOBILE ROCKET LAUNCHERS

Guards rocket mortar battalions used 'shoot n' scoot' tactics like their German counterparts.

A Guards Hero Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

- If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.
- Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.







HERO RESERVE ARTILLERY BATTALION

COMPANY

HQ Section with:

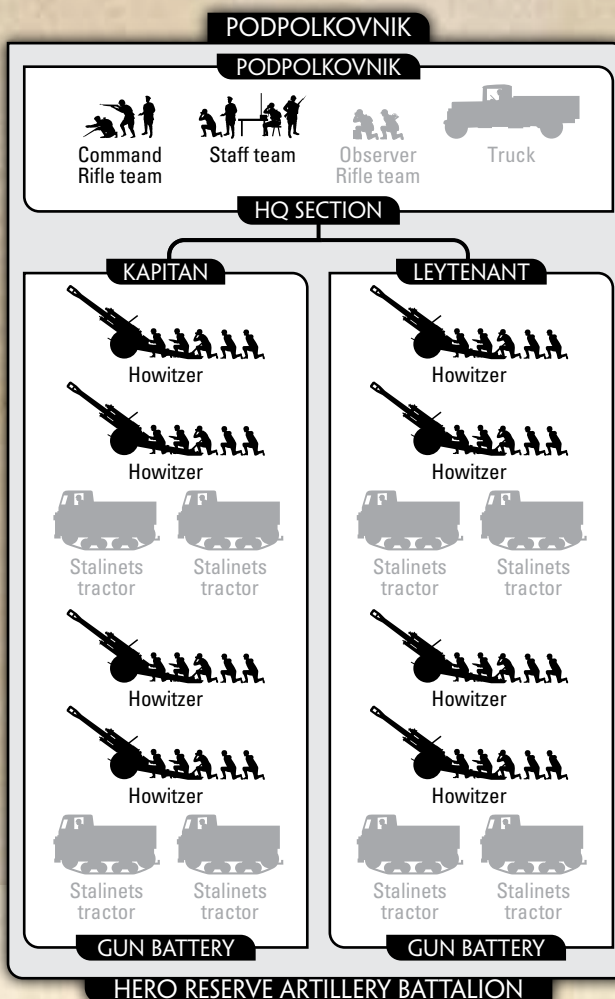
		
8 122mm obr 1938	320 points	280 points
4 122mm obr 1938	190 points	165 points
8 152mm obr 1943	415 points	365 points
4 152mm obr 1943	240 points	215 points
8 122mm A-19	490 points	435 points
4 122mm A-19	285 points	255 points
8 152mm ML-20	510 points	450 points
4 152mm ML-20	295 points	265 points
8 203mm obr 1931	610 points	540 points
4 203mm obr 1931	335 points	310 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add a truck and Stalinets tractors for +5 points per Gun Battery.

You may not field a Hero Reserve Artillery Battalion unless you are also fielding a Hero Motorised Artillery Battalion with at least as many guns in total.

The reserve artillery is always with us, and its devastating bombardments are a boon to our spirits. The heavy howitzers and guns of the Red Army wipe away the enemy's carefully planned positions in an instant and leave little for your *motostrelkovy* and *tankovy* to deal with when the dust settles.





HERO ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

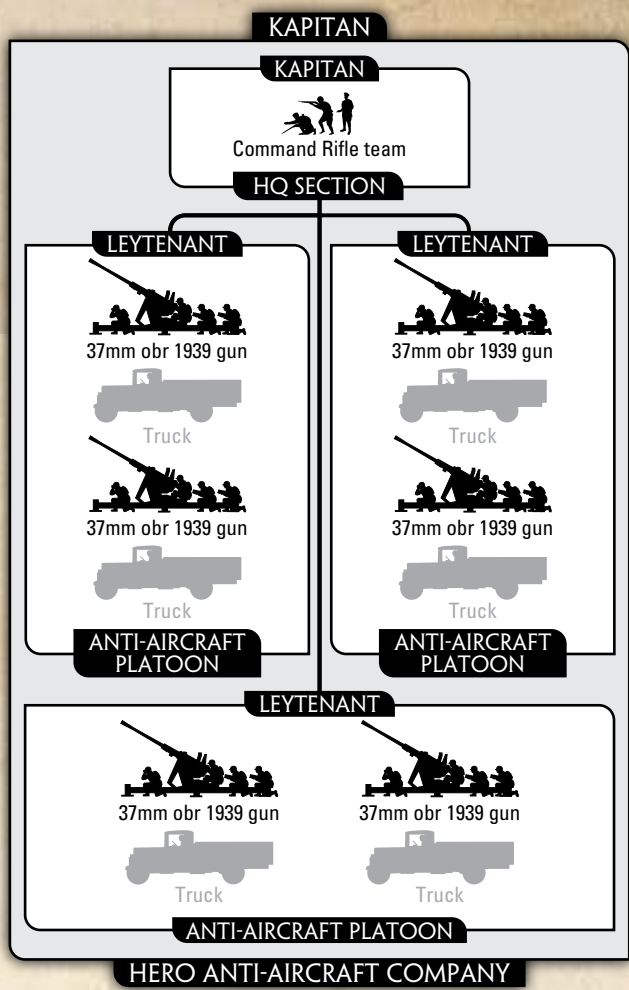
6 37mm obr 1939	 180 points	 160 points
4 37mm obr 1939	125 points	110 points

OPTION

- Add trucks for +5 points for the company.

The *Luftwaffe's* aircraft grow ever rarer as the campaign grinds to its inevitable conclusion. In these final days, your gunners are best used to support the infantry. Deploy your guns up along the jump-off line and let loose with your high rate-of-fire.

After the infantry has gone in to deal with what remains, keep a vigilant eye on the skies just in case the Germans try to launch an attack from the air. If they do, your expert gunners will quickly dispatch them before they can inflict any damage on our troops.



SOVIET ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
MEDIUM TANKS					
T-34 obr 1942 76mm F-34 gun	Standard Tank 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
T-34/85 obr 1944 85mm ZIS-53 gun	Standard Tank 32"/80cm	7 2	5 12	1 3+	Co-ax MG, Hull MG.
HEAVY TANKS					
IS-2 obr 1943 122mm D-25T gun	Slow Tank 32"/80cm	10 1	8 15	2 2+	Co-ax MG, Turret-rear MG. Breakthrough gun.
IS-2 obr 1944 122mm D-25T gun	Slow Tank 32"/80cm	11 1	8 15	2 2+	Co-ax MG, Turret-rear MG. Breakthrough gun.
MEDIUM ASSAULT GUNS					
SU-85 85mm D-5S gun	Standard Tank 32"/80cm	5 2	5 12	1 3+	Hull mounted, Cat killer.
SU-85M 85mm D-5S gun	Slow Tank 32"/80cm	9 2	5 12	1 3+	Overloaded. Hull mounted, Cat killer.
SU-100 100mm D-10S gun	Slow Tank 40"/100cm	9 1	5 16	1 2+	Overloaded. Hull mounted, Cat killer.
ASSAULT GUNS					
SU-76M 76mm ZIS-3 gun	Standard Tank 32"/80cm	3 2	1 9	0 3+	Wide-tracks. Hull mounted, Volley fire.
ISU-122 122mm D-25S gun	Slow Tank 32"/80cm	9 1	7 15	2 2+	Breakthrough gun, Hull mounted, Volley fire.
ISU-152 152mm ML-20S gun	Slow Tank 32"/80cm	9 1	7 13	2 1+	Bunker buster, Hull mounted, Volley fire.
RECONNAISSANCE					
BA-64 With PTRD anti-tank rifle	Jeep 16"/40cm	0 2	0 5	0 5+	AA MG, Recce. Hull mounted.
Motorcycle MG team MG	Jeep 16"/40cm	- 3	- 2	- 6	Motorcycle reconnaissance, Dismount as MG team. Hull mounted, Vehicle MG.
ROCKET LAUNCHERS					
BM-13-16 Katyusha BM-13-16 rocket launcher	Wheeled 64"/160cm	- -	- 2	- 4+	Mobile rocket launcher. Rocket launcher.
BM-31-12 Katyusha BM-31-12 rocket launcher	Wheeled 48"/120cm	- -	- 3	- 1+	Mobile rocket launcher. Rocket launcher, Super heavy rockets.
ANTI-AIRCRAFT VEHICLES					
DShK AA truck DShK AA gun	Wheeled 16"/40cm	- 4	- 4	- 5+	Anti-aircraft, Portee.
ZSU M17 MGMC (quad .50 cal) M45 quad .50 cal gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.
VEHICLE MACHINE-GUNS					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
INFANTRY ANTI-TANK						
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
MORTARS						
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Volley fire.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
160mm obr 1943 mortar	Heavy	56"/140cm	-	4	2+	
ANTI-AIRCRAFT GUNS						
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
ANTI-TANK GUNS						
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield, Volley fire.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm ZIS-3 anti-tank gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
100mm BS-3 gun	Immobile	40"/100cm	1	16	2+	Gun shield, Volley fire.
ARTILLERY						
76mm ZIS-3 field gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
122mm obr 1938 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	4	3+	
122mm A-19 obr 1931/37 gun	Immobile	32"/80cm	1	15	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	4	3+	
152mm obr 1943 howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	5	2+	
152mm ML-20 obr 1931/37	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	5	2+	
203mm obr 1931 howitzer	Immobile	24"/60cm	1	14	1+	Bunker buster, Building destroyer, Volley fire.
Firing bombardments		88"/220cm	-	5	1+	

BUILDING DESTROYER

In Berlin the Soviets brought their 203mm heavy howitzers forward to support the infantry in the city. These big guns were used to clear buildings of German defenders, often demolishing the building in the process.

In addition to the normal Bunker Buster rules, if a 203mm obr 1931 howitzer Hits a team in a large building with multiple rooms, all the teams in rooms adjacent to the target team's room and those rooms above and below the target team's room are also Hit.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and 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.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	

TRANSPORT TEAMS

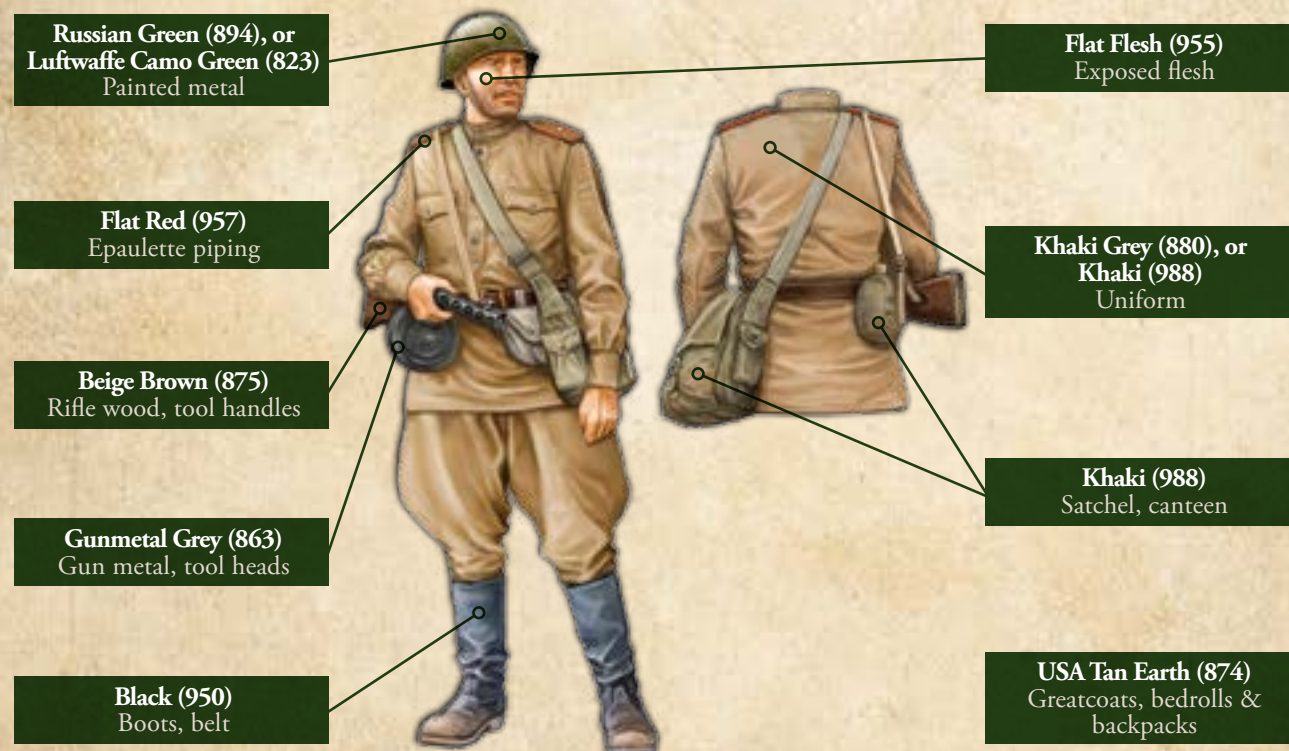
Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Ford GPA amphibious jeep	Jeep	-	-	-	Amphibious.
ZIS-5 3-ton, ZIS-6 4-ton, Dodge ¾-ton, or Studebaker 2½-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
TRACTORS					
M2 or M3 half-track	Half-tracked	1	0	0	Optional .50 cal AA MG.
M3A1 armoured tractor	Jeep	1	0	0	Optional .50 cal AA MG.
Stalinets	Slow Tank	-	-	-	

ARMOURD TRANSPORTERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional .50 cal AA MG.
M3A1 armoured transporter	Jeep	1	0	0	AA MG.
Turretless BA-10M armoured transporter	Jeep	1	0	0	Hull MG.
Captured half-track (Sd Kfz 251 or Sd Kfz 250)	Half-tracked	1	0	0	Hull MG.

SOVIET PAINTING GUIDE

SOVIET INFANTRY



WHITEWASHING TECHNIQUES

In the winter months, many nations opted to whitewash their vehicles and equipment to help them blend into their surroundings better. This was achieved with a simple white-wash paint, which was usually soluble with gasoline for easy removal in the Spring.

STEP 1: BASECOAT IN WHITE

Start by basecoating your tank or gun in white, rather than the normal colour you would use. Follow this up with a light wash or two of black to pick out all of the model's details.

After the wash has dried, drybrush the main surfaces with white to even out any unwanted black specks or lines.

STEP 2: PAINT YOUR DETAILS

Next, go and do all of the details of the model, including tracks, tools, exhaust pipes, stowage, spare track links, etc. Don't forget to paint any rubber roadwheels.

If you are looking for a quick and easy whitewash, feel free to stop here. The vehicle will look like its just received its winter camouflage and is ready for action.

STEP 3: STRESS THE WHITEWASH

Grab a long-bristled detail brush and mix up the colour of paint you have chosen for your tank. In this case I chose **Reflective Green (890)** for my Soviet tank as it contrasts well with the white.

There are two phases to this step, the first is easy. Apply paint to the brush, remove any excess, and then pull the bristles along all of the edges of the tank and let the darker paint make a thin line along the edges. Paint all of the major angles and don't forget to go around tank hatches, tow hooks, mantlets, etc. If it has an edge, highlight it.

You can then expand a bit. Remove the majority of the paint from your brush and paint 'backwards'. That is to say, apply the brush to the model and push up and away from you, essentially the reverse of normal painting strokes. This causes the bristles to fan out in random directions and makes 'scratches' in the whitewash.

Winter armies look fantastic on the game table and they are not too difficult to achieve. Here is a quick guide to help you whitewash your vehicles for your upcoming Winter offensive. The example below is for a Soviet assault gun, but the techniques can be used for any tank or gun in *Flames Of War*.



You can also make some controlled scratches too, especially in areas that would frequently get damaged or rubbed, like around hatches and the recoil length of the barrel. Think about how the crew or tank escorts mount and dismount a tank, and heavily apply your green colour there. Similarly, don't damage the whitewash where the crew or other items wouldn't touch the tank, like crevasses or acute angles.

FADED WHITEWASH

Towards the end of winter, crews removed their whitewash using gasoline or water. This removed the bulk of what remained, but it would still leave some in the cracks of the tanks. To simulate this, you can apply the essential steps described above, but instead you'll start with a regular coloured vehicle or gun and use a watered-down white paint. Limit

your whitewash to the areas where it wouldn't have been rubbed off, such as around rivets, between armour plates, and in the cracks. Whitewash was a paste and sometimes streaked when dissolved, so you can add this in places too.





German panzers and panzergrenadiers first blunt Soviet tank attacks, then counterattack to restore any lost ground.





The exceptional *Hetzer* tank-hunter can make use of low-lying terrain to stalk and destroy Soviet tanks.



OPERATION SOLSTICE

By early 1945, Hitler's Thousand Year Third Reich was in peril. In the West, Hitler's Ardennes offensive, *Unternehmen Wacht am Rhein* (Operation Watch on the Rhine), failed to split the American and British armies despite some early success. Instead, the western Allies were now quickly recapturing any and all lost ground.

Compounding Germany's strategic situation was the fact that many key divisions and much needed equipment were stripped from the Eastern Front to conduct the operations in the west. These weakened defences were no match for the Red Army, which launched its Winter Vistula-Oder Offensive on 12 January 1945. Even though the Soviets reached the Oder River in a matter of weeks, many elements of the German High Command, including Himmler and Hitler, believed that they were still destined to achieve victory.

Despite falling short of its objectives, the Ardennes offensive did yield one unexpected intelligence coup. The Germans secured a copy of the plans for Operation Eclipse, which described the Allied partitioning of post-war Germany and its occupation. Subsequent German strategy was clearly impacted by this knowledge. The 'true believers' held out hope that the grand alliance of East and West could somehow be shattered and Germany still emerge from the war victorious. The more realistic generals sought ways to hold out against the Soviets long enough for the Western Allies to arrive, believing that the Americans, British, and French were less likely to brutalize the German people.

SPOILING ATTACK

With the Red Army on Germany's doorstep, *Generaloberst* Heinz Guderian appealed to Hitler to approve a large-scale offensive which would hopefully destroy any Soviet plans for attack on eastern Germany. In addition to the formations already in place on the Eastern Front, Guderian sought to draw on units which were stationed in far-flung commands

like East Prussia, the Balkans, Italy, and Norway to provide the operation with some chance of success. Hitler declined, with his typical attitude of not surrendering one inch of ground. However, after a protracted argument, the *Führer* agreed to allow Guderian's deputy *Generalmajor* Walther Wenck to command the offensive, rather than Hitler's personal favourite, the tactically incompetent *Reichsminister-SS* Heinrich Himmler.

PLANNING SONNENWENDE

A worried Wenck reluctantly accepted the assignment to command the upcoming offensive, called *Unternehmen Sonnenwende*, or Operation Solstice. Guderian initially proposed a two-pronged offensive from both Stargard and Küstrin, but Hitler's refusal to commit the necessary troops caused the plan to be altered and scaled back significantly with only a single prong attacking from Stargard.

Stargard was strategically located on the northern flank of the salient created by the Soviet Vistula-Oder offensive in January 1945. Guderian hoped that an attack from this northern flank would ultimately reach Küstrin and destroy the lead Soviet elements. With a little luck this would halt the Soviet advance toward Berlin.

Guderian and Wenck had few resources to draw upon. From the shattered remains of Army Group Vistula, commanded by Himmler, they cobbled together an assault force consisting almost entirely of the *11. SS-Panzer Armee* (11th SS-Panzer Army) under the command of SS-General Felix Steiner.

As with many of Germany's formations at this point in the war, Steiner's command was essentially a paper formation with roughly the strength of a corps rather than a true army. All of the divisions comprising *11. SS Panzer Armee* suffered equipment and personnel shortages, but they were nonetheless high-quality fighting units including Panzer Division 'Holstein', 10th SS-Panzer Division 'Fruntsberg', 28th SS-



UNTERNEHMEN SONNENWENDE



Volunteer Grenadier Division 'Wallonien', *Führer Grenadier* Division, and *Führer Begleit* Division. An extremely organized and capable commander, Steiner was very enthusiastic about his assignment and seemed to believe they had every chance of success despite the fact that his entire armoured strength amounted to only about 300 tanks and assault guns.

OPERATION SOLSTICE

Slated to begin on 15 February 1945, logistical and operational issues plagued *Sonnenwende* from the outset. Ammunition and gasoline reserves were at alarmingly low levels, and the bomb-damaged German rail system was severely strained. By some accounts there was only roughly three days worth of supplies available to the units comprising the assault force.

The assault itself would be conducted in three prongs attacking south from the Stargard area. The western prong proceeded south from Lake Madü—a reasonably large body of water stretching several kilometres from north to south. This was spearheaded by XXXIX (39th) Panzer Corps which included 10. *SS-Panzer Division 'Fruntsberg'* and Panzer Division 'Holstein'. The rest of the corps drove south from Stargard proper in a central prong and included the Wallonien SS-Division and an SS-Polizei division. Finally, the eastern prong was directed toward the town of Arnswalde and its previously encircled German garrison there. This attack included III (3rd) SS-Panzer Corps and *Korpsgruppe Munzel*.

THE EASTERN ATTACK

The eastern assault succeeded in advancing several kilometres and reaching their initial objective at Arnswalde. Mechanized infantry of the *Führer Begleit* Division managed to break through light Soviet resistance and enter the town, but only with the timely arrival of SS-Nordland and its attached *Königtiger* heavy tanks was the town able to be finally secured on 16 February.

Other elements of the *Führer Begleit* Division were fighting alongside the *Führer Grenadier* Division to the east of Arnswalde. The *Führer Grenadier* Division advance was spearheaded by their armored detachment which was well-equipped with *Sturmgeschütz* assault guns under the command of *Hauptmann* (Captain) Gottfried Tornau. Because of this strong support, they fought its way to Liebenow before being stopped by stiffening Soviet defences.

THE WESTERN ATTACK

On the western flank, 39th Panzer Corps attacked, forming the other arm of the pincer. SS-Panzer Division 'Fruntsberg' and Panzer Division 'Holstein' were well equipped for the time with over 100 tanks and assault guns available (including over 50 Panther tanks), but they ran into trouble almost immediately. While the corps was initially able to push the enemy out of a few small villages, the Soviet 2nd Guards Tank Army resisted the advance fiercely. Muddy conditions also hampered their progress. Ultimately, the advance of the panzer corps was stalled roughly 45 miles (70km) from Küstrin.





CENTRAL ATTACK

Some of the most vicious fighting in all of *Unternehmen Sonnenwende* took place in the centre prong of the offensive conducted by the Wallonien SS-Division and the SS-Polizei Division. As with the other elements of the attack, supplies of gasoline and ammunition were short, and the Germans were forced to dispense with any preliminary bombardment of the enemy positions.

The tanks were not ready to move out at the designated start time of 0500 hours, and were only able to commence their advance in late morning. Their first target, Brallentin, was therefore not captured until 1400 hours. While the town was being secured, the Wallonians secured a ridge west of Brallentin. While the Wallonien SS Division held the ridge, the SS-Polizei Division continued its advance, capturing more villages south of Brallentin. It was then ordered to link up with the Holstein and Frundsberg divisions to the east to encircle the Soviet forces before the enemy could escape.

The Soviets, however, had realized that the German offensive was severely under-strength, and instead of trying to pull units out of the forming cauldron, continued to push more units into it in order to first blunt and then obliterate the attack. Directly in the path of this Soviet advance were the unlucky Wallonians.

THE SOVIET COUNTERATTACK

From their position on the ridge, the Wallonien SS-Division could see the build up of Soviet armour and infantry forces. By the morning of 17 February, the division was completely cut off with the Soviets occupying the muddy plain to their rear. The Soviets attacked the ridge with IS-2 heavy tanks, pounding away at the Wallonians with their 122mm guns. The only heavy support available to the division was a pair of armoured trains, but these were too far from the battlefield and Soviet Katyushas soon forced them to retire. Despite the pounding, the Wallonians still held the ridge at dusk.

To the south, the SS-Polizei Division was still trying to link up with the rest of 39th Panzer Corps. On 17 February, the gap was only a few miles wide, but the spearheads were unable to complete the encirclement. Even if they had been able to accomplish the impossible, it is unlikely they would have been able to contain the Soviet forces within.

The following day would prove disastrous for the offensive. The Wallonien SS-Division held their positions on the ridge until late that afternoon when the division was literally ground underneath the tracks of the Soviet heavy tanks. Only two men made it back to German lines alive.

At the other end of the line in Liebenow, the *Sturmgeschütz* of *Führer Grenadier* Division had been stopped cold, but for the time being were holding the line against continuous Soviet armoured attacks. General Wenck was recalled by Guderian to the *Führerbunker* (Hitler's personal command headquarters) for a status update. On the way he fell asleep at the wheel of his staff car (his driver having already succumbed to fatigue) and crashed. With Wenck out of action, Himmler took command of the overall operation and promptly shut it down.

THE OFFENSIVE'S IMPACT

In a strategic sense *Unternehmen Sonnenwende* was a complete failure. The attack was carried out with insufficient forces because Hitler steadfastly refused to believe the heart of the Reich was truly in danger. Instead his attention was focused on Hungary and other far-flung regions of his crumbling empire.

However, even though Marshal Zhukov was able to recapture most of his lost territory in a few days, the operation clearly made an impression upon him and Stalin. Future Soviet westward offensives were cancelled in order to secure the northern flank. Only then would the final advance into Germany begin.

In this light, *Sonnenwende* had a major impact as the final Soviet push to Berlin may have been delayed by as much as two months. This was time that Berlin needed to prepare for the final battle.

GERMAN SPECIAL RULES

A Panzer Kampfgruppe (page 68), and a Panzergrenadier Kampfgruppe (page 72) use all of the normal German special rules on pages 249 to 252 of the rulebook (except for Kampfgruppe). In addition they also use the Tailor-made Battlegroup and Enjoy the War special rules.

TAILOR-MADE BATTLEGROUP

The panzer and infantry units of the *Schnelltruppen* (fast troops) have been totally reorganised in early 1945 to accommodate new, inexperienced company officers and non-commissioned officers. Wherever possible the organisation and battle tactics have been simplified to take the load off the new commanders.

All of the components are still there, such as mortars and self-propelled guns, but now everything is more or less controlled by regimental and battalion officers rather than company commanders. This affords company commanders a greater choice of weapons without the complexity of having to coordinate small battlegroups.

A Panzer Kampfgruppe (page 68), a Panzergrenadier Kampfgruppe (page 72), a Panzer Ausbildungs Verband (page 76), and Panzer Ausbildungs Abteilung 500 (page 80) do not use the German Kampfgruppe special rule on page 242 of the rulebook.

ENJOY THE WAR...

In early 1945, the Allies were pushing in on all sides of Germany, exacting revenge where they could and demanding nothing less than total and unconditional surrender. But still the German soldiers fought on with grim humour, saying: 'Enjoy the war, because the peace will be terrible.'

When you need 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 3+ the team continues to fight 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.



PANZER KAMPFGRUPPE

TANK BATTLEGROUP TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Panzer Kampfgruppe
HQ

69

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

Your force must be from a Veteran division (marked **V**) or a Fresh division (marked **F**). All other platoons with either of these symbols must be from the same division as your HQ.

COMBAT PLATOONS

ARMOUR



Panzer Platoon

70

ARMOUR



Panzer Platoon

70

ARMOUR



Beute Panzer Platoon

71

Panzer Platoon

70

WEAPONS PLATOONS

ANTI-AIRCRAFT



Panzer Anti-aircraft
Gun Platoon

71

ALLIED PLATOONS



*Waffen-SS and Luftwaffe
Platoons in your force are
Allies and follow the Allies
rules in the rulebook on
page 70.*

SUPPORT PLATOONS

ARMOUR



Schwere Panzer
Platoon

83

RECONNAISSANCE



Panzerspäh Platoon

84

Tracked Panzerspäh
Platoon

85

Heavy Panzerspäh
Platoon

85

INFANTRY



Panzer Sturm Platoon

73

Panzergrenadier
Platoon

74

Panzerpionier Platoon

86

Volksgrenadier
Platoon

88

Grenadier
Kampfgruppe Platoon

89

SS-Panzergrenadier
Platoon

87

ARTILLERY



Armoured Artillery
Battery

88

Artillery Battery

89

Cannon Battery

90

Armoured Rocket
Launcher Battery

90

Rocket Launcher
Battery

91

ANTI-AIRCRAFT



Heavy Anti-aircraft
Gun Platoon

88

Luftwaffe Light
Anti-aircraft Gun
Platoon

93

Luftwaffe Heavy
Anti-aircraft Gun
Platoon

93

AIRCRAFT



Oberst Hans-Ulrich
Rudel

95

Air Support

92

PANZERTRUPPEN - 1945

After the winter offensives of late 1944 and early 1945, the German *Panzertruppen* (armoured troops) were faced with a shortage of experienced personnel to command their units. New panzer divisions continued to be formed up to the end of the war, but no longer was it guaranteed that replacement officers and non-commissioned officers had any combat experience. The solution was to simplify the panzer division's organisation into a leaner structure to make it easier for the new officers to command. Furthermore, it infused an incredible amount of versatile firepower directly into the units without the need to control cumbersome secondary platoons.

For the panzer crews, this meant a reduction to one panzer regiment (from two), and tank platoons of four tanks, rather than five. However, they were given their own self-propelled anti-aircraft support and *Begleit* (escort) infantry. The divisions were also equipped with some of the best tanks, assault guns, and tank-hunters.

The end result for the *Panzertruppen* and their commanders was a smaller unit supported by excellent equipment, heavy firepower, and close cooperation to secure victory.

MOTIVATION AND SKILL

A Veteran Panzer Kampfgruppe is rated as **Confident Veteran**.

A Fresh Panzer Kampfgruppe is rated as **Confident Trained**.

V VETERAN PANZER KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

T FRESH PANZER KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZER KAMPFGRUPPE HQ

HEADQUARTERS

	V	T
2 Panther G	375 points	290 points
1 Panther G	190 points	145 points
2 Jagdpanther	- 360 points	
1 Jagdpanther	- 180 points	
2 Panzer IV J	175 points	135 points
1 Panzer IV J	90 points	70 points
2 Panzer IV/70 (A)	270 points	205 points
1 Panzer IV/70 (A)	135 points	105 points
2 Panzer IV/70 (V)	300 points	225 points
1 Panzer IV/70 (V)	150 points	115 points
2 StuG G (late)	195 points	150 points
1 StuG G (late)	100 points	75 points
2 Jagdpanzer IV or StuG IV	190 points	145 points
1 Jagdpanzer IV or StuG IV	95 points	75 points
2 Hetzer	170 points	130 points
1 Hetzer	85 points	65 points

HAUPTMANN

HAUPTMANN



OPTION

- Mount Assault Rifle Tank Escorts on Company and 2iC Command tanks for +15 points per tank.

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

The panzer company has been, and will remain, the cutting edge of Germany's offensives and counterattacks. They are equipped with the bravest crews and the best tanks with the thickest armour and the most powerful guns. This is the strength of the German panzer.

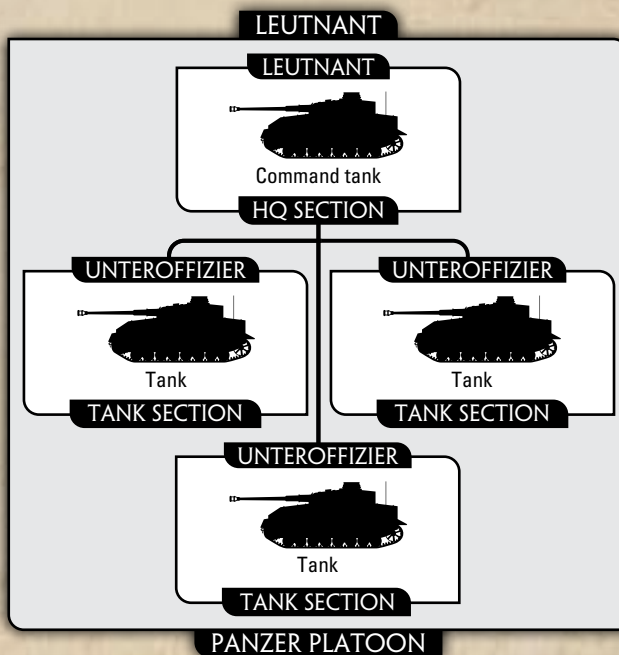
The *Panzerkompanie* commander in today's army has an excellent selection of tanks available, ranging from the small, but lethal, *Hetzer* tank-hunter to the superior Panther tank. The modern panzer division has a variety of tanks available, so you will be able to construct a strong battlegroup.



COMBAT PLATOONS

PANZER PLATOON

PLATOON	V	T
4 Panther G	750 points	575 points
3 Panther G	560 points	430 points
2 Panther G	375 points	290 points
4 Jagdpanther	- 725 points	
3 Jagdpanther	- 545 points	
2 Jagdpanther	- 360 points	
4 Panzer IV J	350 points	270 points
3 Panzer IV J	260 points	205 points
2 Panzer IV J	175 points	135 points
4 Panzer IV/70 (A)	540 points	415 points
3 Panzer IV/70 (A)	405 points	305 points
2 Panzer IV/70 (A)	270 points	205 points
4 Panzer IV/70 (V)	600 points	450 points
3 Panzer IV/70 (V)	450 points	340 points
2 Panzer IV/70 (V)	300 points	225 points
4 StuG G (late)	395 points	305 points
3 StuG G (late)	295 points	230 points
2 StuG G (late)	195 points	150 points
4 Jagdpanzer IV or StuG IV	380 points	290 points
3 Jagdpanzer IV or StuG IV	285 points	220 points
2 Jagdpanzer IV or StuG IV	190 points	145 points
4 Hetzer	340 points	260 points
3 Hetzer	255 points	195 points
2 Hetzer	170 points	130 points



OPTION

- Mount Assault Rifle Tank Escorts on each tank for +15 points per tank.

In the past, panzer companies were usually equipped with the same type of tank. However, the battles on the Eastern Front require adaptation to deal with Soviet attacks. You may find that your command consists of combat platoons from other companies, battalions, or even regiments. Use whatever you can muster to accomplish your mission.

You also have some new types of tanks available that have traditionally not been issued to panzer companies. For example, the new *29. Panzerregiment* (29th Tank Regiment), use *Jagdpanther* tank-hunters instead of Panther tanks and Panzer IV/70 tanks in place of their Panzer IV tanks.





BEUTE PANZER PLATOON

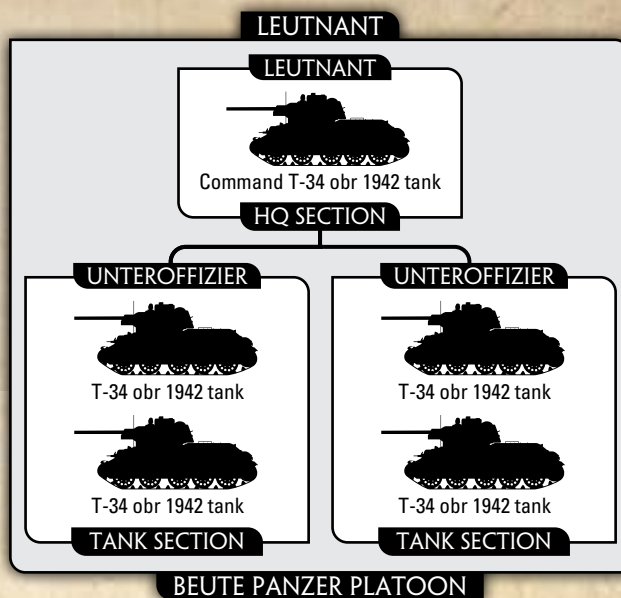
PLATOON	V	T
5 T-34 obr 1942	375 points	-
4 T-34 obr 1942	300 points	-
3 T-34 obr 1942	225 points	-
2 T-34 obr 1942	150 points	-

OPTION

- Replace up to one T-34 obr 1942 with a T-34/85 obr 1944 for +30 points.

When necessary, we use the enemy's tanks. It is difficult to find spare parts, and those that we have are rather old. Still, in times such as these, it would be foolish to not use them.

The 21. Panzerregiment (21st Armoured Regiment) of the 20. Panzerdivision (20th Armoured Division) uses five T-34 tanks in its ranks.



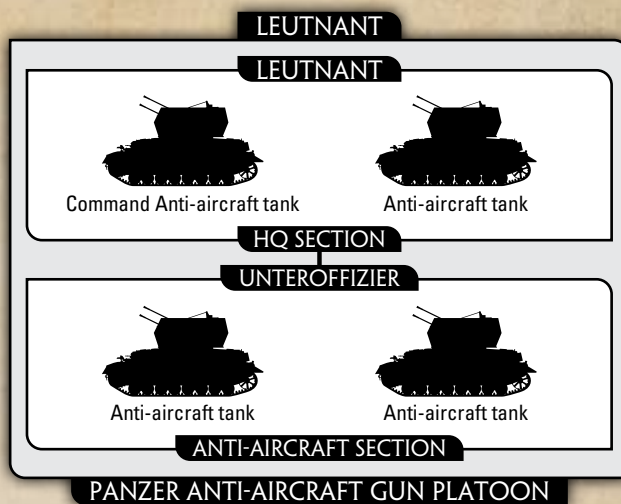
WEAPONS PLATOONS

PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON	V	T
4 Möbelwagen	220 points	170 points
3 Möbelwagen	165 points	130 points
2 Möbelwagen	110 points	90 points
4 Wirbelwind	220 points	170 points
3 Wirbelwind	165 points	130 points
2 Wirbelwind	110 points	90 points

OPTION

- Replace any or all Wirbelwind tanks with Ostwind tanks for +5 points per tank.



PANZERGRENADIER KAMPFGRUPPE

ARMoured INFANTRY BATTLEGROUP
MECHANISED COMPANY

HEADQUARTERS

HEADQUARTERS



Panzergrenadier Kampfgruppe HQ

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

Your force must be from a Veteran division (marked ) or a Fresh division (marked ). All other platoons with either of these symbols must be from the same division as your HQ.

COMBAT PLATOONS

INFANTRY



Panzersturm Platoon

Panzergrenadier Platoon

INFANTRY



Panzergrenadier Platoon

INFANTRY



Panzergrenadier Platoon

WEAPONS PLATOONS

ARMOUR



Cannon Platoon

ALLIED PLATOONS



Waffen-SS and Luftwaffe Platoons in your force are Allies and follow the Allies rules in the rulebook on page 70.

SUPPORT PLATOONS

ARMOUR



Panzer Platoon

Beute Panzer Platoon

Schwere Panzer Platoon

ARMOUR



Panzer Platoon

Tank-hunter Platoon

RECONNAISSANCE



Panzerspäh Platoon

Tracked Panzerspäh Platoon

Heavy Panzerspäh Platoon

INFANTRY



Panzerpionier Platoon

Volksgrenadier Platoon

Grenadier Kampfgruppe Platoon

SS-Panzergrenadier Platoon

ARTILLERY



Armoured Artillery Battery

Artillery Battery

Cannon Battery

Armoured Rocket Launcher Battery

Rocket Launcher Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

Luftwaffe Light Anti-aircraft Gun Platoon

AIRCRAFT



Oberst Hans-Ulrich Rudel

Air Support

PANZERGRENADIER - 1945

For the armoured panzergranadiers, the changes in the panzer division structure in 1945 removed the company's heavy weapons and replaced them with integrated flak half-tracks. The Sd Kfz 251/17 (2cm) half-track and Sd Kfz 251/21 D (Triple 15mm) could put the same amount of firepower down in addition to covering the grenadiers from enemy aircraft.

Some new battalions received enough StG44 assault rifles to fit out a platoon with them, but many older battalions retained their machine-gun-armed squads instead. Every platoon had plenty of the fearsome *Panzerfaust* anti-tank launchers to guard against enemy tanks.

The armoured grenadiers could also rely on the division's tanks to support them, and they in turn would support the tanks. As panzergranadiers, they also had access to the new powerful vehicle, the Sd Kfz 251/22, a half-track armed with a 7.5cm PaK40 anti-tank gun. This was available both as a weapons platoon as well as in the attached *Panzerjäger Abteilung* (tank-hunter battalion).

These changes gave the panzergranadiers an astonishing amount of firepower, which more than made up for the reduction in manpower.

MOTIVATION AND SKILL

A Veteran Panzergrenadier Kampfgruppe is rated as **Confident Veteran**.

A Fresh Panzergrenadier Kampfgruppe is rated as **Confident Trained**.

V VETERAN PANZER-GRENADIER KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

T FRESH PANZER-GRENADIER KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZERGRENADIER KAMPFGRUPPE HQ

HEADQUARTERS

Company HQ	80 points	60 points
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ADD:

Anti-tank Section	+35 points	+25 points
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The Company HQ of a Panzergrenadier Kampfgruppe may use the Mounted Assault special rule on page 243 of the rulebook.

HAUPTMANN

HAUPTMANN Company Command Panzerfaust SMG team Sd Kfz 251/1 half-track	2iC 2iC Command Panzerfaust SMG team Sd Kfz 251/1 half-track	UNTEROFFIZIER Panzerschreck team Sd Kfz 251/1 half-track
COMPANY HQ		ANTI-TANK SECTION

PANZERGRENADIER KAMPFGRUPPE HQ

COMBAT PLATOONS

PANZERSTURM PLATOON

PLATOON

HQ Section with:

3 Assault Squads	320 points	245 points
2 Assault Squads	230 points	175 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.

Panzer Sturm Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

The armoured panzergrenadiers offer excellent infantry support to the panzers. They have some good weapons, such as the Sturmgewehr 44 assault rifle. This weapon is ideal for the close combat that the panzergrenadiers have been fighting for many months. They enable the infantry to keep up a heavy amount of fire without the need to support an assault with heavy machine-guns. This will keep the enemy's head down while you attack.

LEUTNANT OR OBERFELDWEBEL

LEUTNANT OR OBERFELDWEBEL Command Panzerfaust Assault Rifle team Sd Kfz 251/1 half-track	HQ SECTION
UNTEROFFIZIER Panzerfaust Assault Rifle team Sd Kfz 251/1 half-track	UNTEROFFIZIER Panzerfaust Assault Rifle team Sd Kfz 251/1 half-track
UNTEROFFIZIER Panzerfaust Assault Rifle team Sd Kfz 251/1 half-track	UNTEROFFIZIER Panzerfaust Assault Rifle team Sd Kfz 251/1 half-track

PANZERSTURM PLATOON



PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

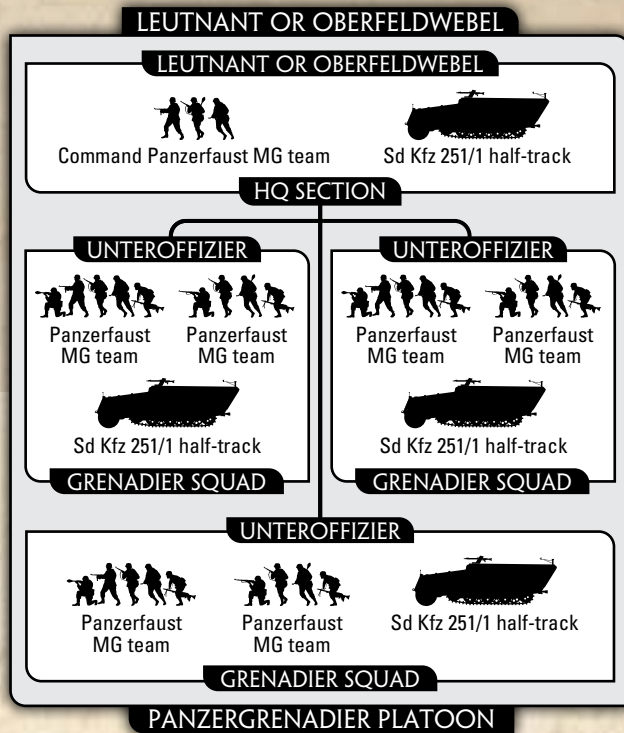
	V	T
3 Grenadier Squads	280 points	215 points
2 Grenadier Squads	205 points	155 points

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.

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

Older armoured panzergrenadier units retain their machine-guns, either not receiving assault rifles or opting for the weapons they know and the ones that have proven themselves in combat. Still, even the new units have a couple of platoons of conventional infantry armed with the reliable MG42 light machine-gun.



WEAPONS PLATOONS

CANNON PLATOON

PLATOON

	V	T
6 Sd Kfz 251/9 (7.5cm)	240 points	185 points
4 Sd Kfz 251/9 (7.5cm)	160 points	125 points
2 Sd Kfz 251/9 (7.5cm)	80 points	60 points
6 Sd Kfz 251/22 (PaK40)	390 points	300 points
4 Sd Kfz 251/22 (PaK40)	260 points	200 points
2 Sd Kfz 251/22 (PaK40)	130 points	100 points

The armoured panzergrenadiers have a platoon of cannons available, equipped with either the older short 7.5cm gun or the newer powerful 7.5cm PaK40 anti-tank gun.



THE LAST PANZERS

The Soviet successes on the Eastern Front and the renewed western Allied offensives were taking their toll on the German war machine. Reinforcements were badly needed to make Panzer and Panzergrenadier divisions strong enough to resist the Allied advances in the east and west. Tank factories, such as Alkett in Berlin, were sending their tanks straight from the factory floor to the front as replacement vehicles. Still these were not enough to stem the tide. An emergency plan went into effect in late March to mobilise every last panzer, self-propelled gun, and vehicle in Germany's tank training schools into combat units.

Panzer schools, such as Paderborn and Bergen, had long been turning out exceptional replacement tank crews for the Wehrmacht. In these last days, experienced officers and cadets were few and fuel and ammunition for practice running out. Nevertheless, each school organised its assets into *Panzer Ausbildungs Verbände* (Replacement Tank Forces).

Each of these units were unique, based on the types of tanks they had available. For example, the school at Paderborn formed Tiger tank crews, and as such had a large number of old Tiger I E and Porsche-model *Königstiger* heavy tanks. Some schools specialised in tank-hunting and were equipped with StuG assault guns or *Hetzer* tank destroyers. Other schools had to make do with some truly obsolete and unreliable tanks, such as Panzer II or III tanks. Most schools lacked the ability to form a full tank battalion, and instead organised the remaining students into panzergrenadier formations. These were reinforced by schools of panzergrenadiers, *Aufklärungs* personnel, non-commissioned and commissioned officers, snipers, and gunners.



The combat history of these units was as diverse as their composition. Some fought the enemy on their very own school grounds, while others were transported to the front to join existing panzer and panzergrenadier divisions in battle. One, *Panzer Ausbildungs Böhmen*, was swept up into the battle of Berlin, fighting its final act on the streets of Germany's capital.

While forced to fight with old equipment, the *Ausbildungs* units fought hard in those final battles against overwhelming odds. Yet, these last panzer units did not give up until they had fired their last bullet or shell, or lost their last tank in defence of the Reich.

PANZER AUSBILDUNGS SPECIAL RULES

TAILOR MADE BATTLEGROUP & ENJOY THE WAR

A Panzer Ausbildungs Verband and Panzer Ausbildungs Abteilung 500 use all of the normal German special rules on pages 249 to 252 of the rulebook (with the exceptions mentioned below). In addition, they also use the Tailor Made Battlegroup and Enjoy the War special rules on page 67 as well as the Panzer Ausbildungs special rules below.

REPLACEMENT AND TRAINING TANKS

The tanks of an Panzer Ausbildungs Abteilung are old, worn-out tanks. It's up to the crews to see if they have fight left in them!

Vehicles from Headquarters, Combat, and Weapons Platoons of a Panzer Ausbildungs Verband and Panzer Ausbildungs Abteilung 500 are all rated Unreliable (see page 61 of the rulebook) and do not benefit from either Tiger Ace abilities or Wide-tracks.

For your reference, *Ausbildungs* tanks have their own entries in the Arsenal (on page 96) highlighting their characteristics.

PANZER STUDENT

The tanks of the replacement battalions were typically crewed by students. They had little or no training in tank tactics and only a few had any combat experience at all.

Combat and Weapons platoons from a Panzer Ausbildungs Verband and Panzer Ausbildungs Abteilung 500 do not use the Stormtrooper or Mission Tactics special rules.

PANZER LEHRER

When the replacement battalions were called into battle, training school teachers led their classes into battle.

Unlike the rest of their force, the Company Command and 2iC Command tanks of a Panzer Ausbildungs Verband or Panzer Ausbildungs Abteilung 500 may use the Stormtrooper special rule on page 241 of the rulebook.

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

PANZER AUSBILDUNGS VERBAND

REPLACEMENT TANK FORCE
TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Panzer Ausbildungs Verband HQ

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

All of your Support Platoons must be from the same source, either a Veteran division (marked **V**) or a Fresh division (marked **F**). In addition you may also take unmarked Support Platoons.

COMBAT PLATOONS

ARMOUR



Panther Ausbildungs Platoon

Mittlere Panzer Ausbildungs Platoon

ARMOUR



Mittlere Panzer Ausbildungs Platoon

ARMOUR



Mittlere Panzer Ausbildungs Platoon

ARMOUR



Panzer Ausbildungs Platoon

Mittlere Panzer Ausbildungs Platoon

WEAPONS PLATOONS

INFANTRY



Panzer Grenadier Ausbildungs Platoon

INFANTRY



Panzer Grenadier Ausbildungs Platoon

ANTI-AIRCRAFT



Ausbildungs FlaK Platoon

SUPPORT PLATOONS

RECONNAISSANCE



Armoured Car Platoon

INFANTRY



Panzer Sturm Platoon

Panzer Grenadier Platoon

Panzerpionier Platoon

Volksgrenadier Platoon

ARTILLERY



Armoured Artillery Battery

Artillery Battery

Cannon Battery

Rocket Launcher Battery

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

ALLIED PLATOONS



Luftwaffe Platoons in your force are Allies and follow the Allies rules in the rulebook on page 70.



MOTIVATION AND SKILL

Troops filling the ranks of a *Panzer Ausbildungs Verband* came from many sources, however the bulk of them were from training schools. While some of the men had combat experience, the vast majority did not. Despite this, they were still confident in a German victory. A *Panzer Ausbildungs Verband* is rated as **Confident Trained**.

PANZER AUSBILDUNGS VERBAND

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZER AUSBILDUNGS VERBAND HQ

HEADQUARTERS

1 Panther A or G	145 points
1 Panzer IV G or H	70 points
1 Panzer III L, M, or N	50 points
1 StuG G or Jagdpanzer IV	75 points
1 Hetzer	65 points

Add 2iC Command tank:

1 Panther A or G	+145 points
1 Panzer IV G or H	+70 points
1 Panzer III L, M, or N	+50 points
1 StuG G or Jagdpanzer IV	+75 points
1 Hetzer	+65 points

HAUPTMANN



Company Command tank



2iC Command tank

COMPANY HQ

PANZER AUSBILDUNGS VERBAND HQ

OPTIONS

- Mount Assault Rifle Tank Escorts on all tanks for +15 points per tank.
- Add Schürzen sideskirts to any or all Panzer III, Panzer IV, StuG G, or Jagdpanzer IV tanks for +5 points per tank.

You are the commandant of a panzer school and you and your students have answered the call to arms by the *Führer*. Using your school's assets, you will need to organise a battle group. Of course, you will probably want to reserve the tanks that are in the best condition for yourself and your second in command!



PANZER AUSBILDUNGS VERBÄNDE 'OSTSEE'



Panzer Grenadier Ausbildungs Regiment 1 'Ostsee A'



Panzer Grenadier Ausbildungs Regiment 2 'Ostsee B'



2x Panther



3x Hetzer



4x Jagdpanzer IV

Panzer Regiment 'Coburg' (Panzer Ausbildungs Abteilung 5)



Aufklärungs Ausbildungs Abteilung 3



Panzerpionier Ausbildungs Abteilung 208



FlaK Kompanie 204 with Sd Kfz 251/21 (Triple 15mm)

Panzer Ausbildungs Verbände 'Ostsee' was formed on 24 March 1945, using the command staff of Panzer Brigade 104. Formed from units near the Baltic Sea, or *Ostsee*, the force included an armoured element known as Panzer Regiment 'Coburg' (actually *Panzer Ausbildungs Abteilung 5*). This regiment had several tanks, but not enough for its whole complement of men. Therefore the best crews were selected to man the tanks and the remainder were formed up into three companies of dismounted infantry.

The force was assigned to Army Group Vistula and from there attached to the 3rd Panzer Army. During April 1945, the force resisted Soviet attacks along the northern coast of west Prussia and Germany and was lost to history in the furious and final battles of the war.

COMBAT PLATOONS

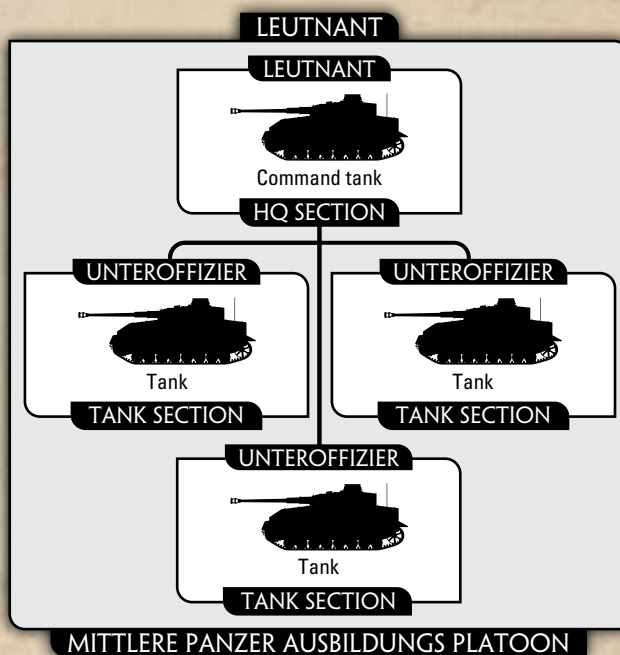
MITTLERE PANZER AUSBILDUNGS PLATOON

PLATOON

4 Panzer IV G or H	255 points
3 Panzer IV G or H	190 points
2 Panzer IV G or H	125 points
4 StuG G or Jagdpanzer IV	270 points
3 StuG G or Jagdpanzer IV	200 points
2 StuG G or Jagdpanzer IV	130 points
4 Hetzer	240 points
3 Hetzer	180 points
2 Hetzer	120 points

OPTIONS

- Mount Assault Rifle Tank Escorts on all tanks for +15 points per tank.
- Add Schürzen sideskirts to any or all Panzer IV, StuG G, or Jagdpanzer IV tanks for +5 points per tank.



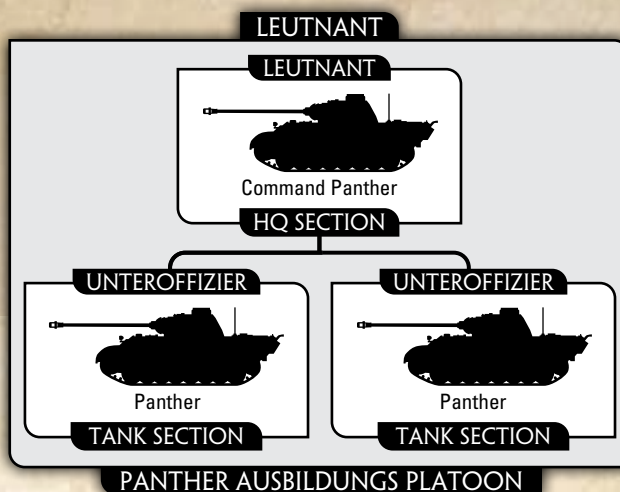
PANTHER AUSBILDUNGS PLATOON

PLATOON

3 Panther A or G	405 points
2 Panther A or G	265 points


OPTION


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



The panzer platoons of an *Ausbildungs Verband* vary greatly, depending on what the school is responsible for teaching. For example, schools producing crews for medium tanks will have some older Panzer IV and Panther tanks, while tank-hunter schools will have StuG and Hetzer assault guns.

PANZER AUSBILDUNGS VERBÄNDE 'FRANKEN'

 Panzergrenadier Ausbildungs Regiment 'Franken 1'


 Panzergrenadier Ausbildungs Regiment 'Franken 2'


 1x Panzer III

 1x StuG III

 4x Hetzer

Panzer Ausbildungs Abteilung 7

 Aufklärungs Ausbildungs Abteilung 9

 Panzerpionier Ausbildungs Abteilung 19

 18x StuG G

 2x Panzer IV

 1x Panther

Panzer Lehr Abteilung 'Bergen'

Panzer Ausbildungs Verbände 'Franken' was established on 23 March 1945, and sent to Eisenach to face the American advance. The unit's panzer element consisted of only six tanks, but was reinforced by *Panzer Lehr Abteilung 'Bergen'* when it was separated from *Panzer Ausbildungs Verbände 'Thüringen'*. Further infantry reinforcements came from sniper schools, NCO and officer candidates, and tank-gunner schools.

The force was attached to the 26th Volksgrenadier Division and fought the US 89th Infantry Division. Eisenach was lost to the Americans on 8 April 1945 after a tough fight. *Panzer Ausbildungs Verbände 'Franken'* retreated into the Harz mountains and slipped into the Ruhr where they made their last stand, finally surrendering on 21 April 1945.

PANZER AUSBILDUNGS VERBÄNDE 'THÜRINGEN'



Panzer Ausbildungs Verbände 'Thüringen' was formed on 23 March 1945, using teachers and students from the Panzer school in Bergen. Under the leadership of *Generalmajor* Oskar Munzel, the commanding officer of the school, the unit consisted of panzer and tank-hunter students as well as non-commissioned officers in training. *Panzer Ausbildungs Abteilung 300* was unique in that it officially had a *Begleit*, or escort, company attached to protect the tanks. However, most German tank commanders cobbled together their own unofficial escorts by war's end.

'*Thüringen*' engaged the American advance to the Elbe in late March and early April. The fighting was confused and the unit ended up fighting as two separate forces. The bulk of the force's StuG assault guns, 20 in total belonging to *Panzer Lehr Abteilung 'Bergen'*, went on to fight alongside the 26th Volksgrenadier Division and *Panzer Ausbildungs Verbände 'Franken'*. The rest fought and finally surrendered to the Americans on the Western Front.

PANZER AUSBILDUNGS PLATOON

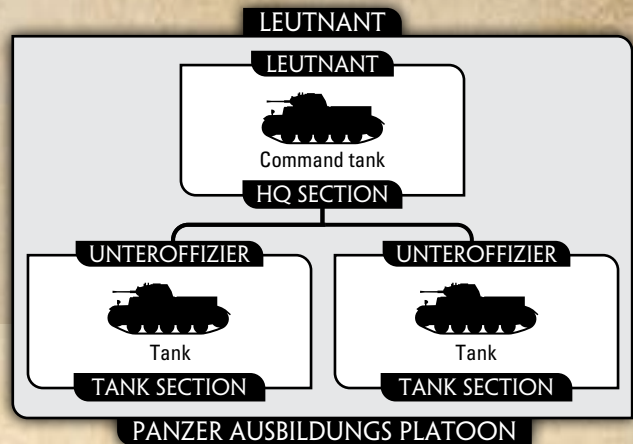
PLATOON

3 Panzer II F	65 points
3 Brumbär	150 points

OPTION

- Add Schürzen sideskirts to any or all Brumbär tanks for +5 points per tank.

Some schools have older Panzer II F tanks for driving instructions. These are still good for engaging Allied half-tracks and light tanks. Another way to expand your force is to simply commandeer tanks, such as a platoon of Brumbär assault tanks heading to the front.



PANZER AUSBILDUNGS VERBÄNDE 'BÖHMEN'



Panzer Ausbildungs Verbände 'Böhmen' was assembled on 28 March 1945, in the military district of Bohemia, from which it was named. Like other *Ausbildungs* forces, they were formed around two core panzergrenadier training regiments. However, unlike other *Ausbildungs* panzer regiments, Böhmen had a healthy amount of tanks, totalling 34. It also included an interesting assortment of vehicles such as three *Brumbär* assault tanks.

The unit was attached to the Führer Grenadier Panzer Division (recently upgraded from a brigade), and fought against the 4th Guards Tank Army of the 3rd Ukrainian Front. In late April 1945, the *Verband* was swept up in the encirclement of Berlin and fought in the pocket until the German surrender in May.

PANZER AUSBILDUNGS ABTEILUNG 500

REPLACEMENT HEAVY TANK FORCE

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Panzer Ausbildungs Abteilung 500 HQ

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

COMBAT PLATOONS

ARMOUR



Panther Ausbildungs Platoon

Schwere Panzer Ausbildungs Platoon

ARMOUR



Schwere Panzer Ausbildungs Platoon

ARMOUR



Schwere Panzer Ausbildungs Platoon

ARMOUR



Leichte Panzer Ausbildungs Platoon

WEAPONS PLATOONS

INFANTRY



Panzer Grenadier Ausbildungs Platoon

INFANTRY



Panzer Grenadier Ausbildungs Platoon

SUPPORT PLATOONS

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

ALLIED PLATOONS



Luftwaffe Platoons in your force are Allies and follow the Allies rules in the rulebook on page 70.

PANZER AUSBILDUNGS VERBÄNDE 'WESTFALEN'



Panzer Grenadier Ausbildungs Regiment 'Westfalen 1'



Panzer Grenadier Ausbildungs Regiment 'Westfalen 2'

4x Panzer IV 3x Panther 2x StuG III 1x Hetzer 3x Panzer II
Panzer Ausbildungs Abteilung 11

5x Panther 17x Tiger I 6x Königstiger (Porsche) 4x Panzer III
Panzer Ausbildungs Abteilung 500



Aufklärungs Ausbildungs Abteilung 6



Panzerpionier Ausbildungs Abteilung 16

Officially formed on 28 March 1945, *Panzer Ausbildungs Verbände 'Westfalen'* grouped *Panzer Ersatz Abteilung 500* (based in Paderborn) with *Panzer Ausbildungs Abteilung 11*, which had a motley collection of old training tanks ranging from old Panzer II light tanks to Panther medium tanks.

Panzer Ersatz Abteilung 500 was the training school for Tiger tank crews. It was this unit that provided the tanks and crews to *Kampfgruppe Hummel* in September 1944 to counter the Allied invasion of Holland, codenamed Operation Market Garden. Those tanks soldiered on under command of *506. Schwere Panzerabteilung*, while the remaining 17 Tiger I E and six obsolete Porsche-model *Königstiger* heavy tanks formed the core of *Panzer Ausbildungs Abteilung 500*.

The heavy tanks of Westfalen saw action south of Paderborn. Portions of the school were fighting dismounted as infantry. The force repelled attacks from the US 3rd Armored Division on 30 March. The *Abteilung* continued to fight until all tanks were rendered lost on 12 April 1945, at which point the crews took up small arms and fought on.

MOTIVATION AND SKILL

Panzer Ausbildungs Abteilung 500 is the core of the Tiger training school at Paderborn. Veteran crews from the 508 Schwere Panzer Abteilung were used to lead the raw recruits into battle. As a result, the inexperienced crews remained confident in their abilities and their machines. A Panzer Ausbildungs Abteilung 500 is rated as **Confident Trained**.

PANZER AUSBILDUNGS ABTEILUNG 500

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZER AUSBILDUNGS ABTEILUNG 500 HQ

HEADQUARTERS

1 Königstiger (Porsche)	235 points
1 Tiger I E	155 points
1 Panther A or G	145 points

Add 2iC Command tank:

1 Königstiger (Porsche)	+235 points
1 Tiger I E	+155 points
1 Panther A or G	+145 points



The tanks from the Paderborn schools are the best, in order to train the best. It is where crews are assembled and trained in the use of heavy tanks. As such, you will have access to several examples of Tiger I E and *Königstiger* tanks as well as several Panther medium tanks.

COMBAT PLATOONS

SCHWERE PANZER AUSBILDUNGS PLATOON

PLATOON

4 Tiger I E	555 points
3 Tiger I E	415 points
2 Tiger I E	280 points
2 Königstiger (Porsche)	445 points

The school has 17 older Tiger I E tanks as well as six Porsche model *Königstiger* heavy tanks. These have been used for training replacement crews heading to the heavy panzer battalions. Now they will form the core of your *Ausbildungs Verband* and face the Allied attacks on the Western Front.



LEICHTE PANZER AUSBILDUNGS PLATOON

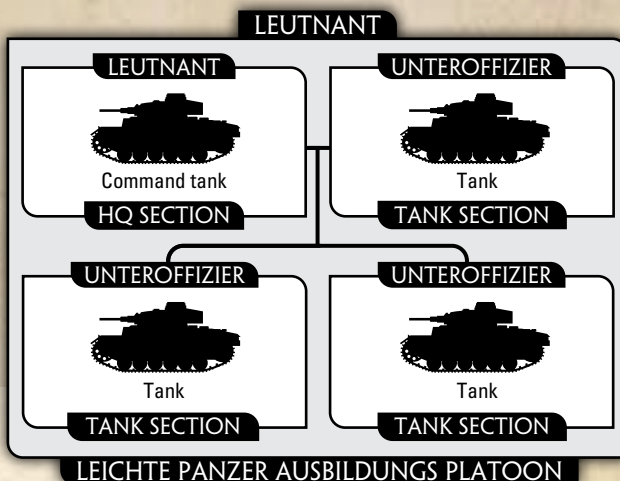
PLATOON

4 Panzer III L or M	180 points
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OPTIONS

- Replace any or all Panzer III L or M with Panzer III N tanks at no cost.
- Add Schürzen skirts to any or all Panzer III tanks for +5 points per tank.

Four old Panzer III tanks, previously used for driving instruction, have been made ready for combat. These will be useful for engaging enemy infantry and light tanks.



WEAPONS PLATOONS

PANZERGRENADIER AUSBILDUNGS PLATOON

PLATOON

HQ Section and

Three Grenadier Squads with: 6 Rifle teams	90 points
Three Grenadier Squads with: 6 Rifle/MG teams	110 points
Three Grenadier Squads with: 6 MG teams	130 points

CHOOSE ONE SCHOOL PER PLATOON:

- **NCO School:** Create this platoon from an NCO School with no additional equipment or abilities.
- **Mechanised School:** Create this platoon from a Mechanised School and add an Sd Kfz 251/1 or Sd Kfz 250 half-tracks to the HQ Section and all Panzergrenadier Squads for +10 points per half-track. This platoon must be equipped with MG teams.
- **Pioneer School:** Create this platoon from a Pioneer School and replace all teams with Pioneer teams equipped with their normal weapons for +5 points per team. You may add a Pioneer Supply truck for +25 points.
- **Sniper School:** Create this platoon from a Sniper School for +10 points and use the Sniper School special rule below.

Most *Ausbildungs* forces have several associated panzergrenadier or *Aufklärungs* schools at their core. A select few have pioneer schools also, increasing their assault and defensive potential. Finally, sniper schools have assembled battalions and sent them forward to join the *Verband*.

These students bring their own skills and abilities for you to use in your force.

MECHANISED SCHOOL

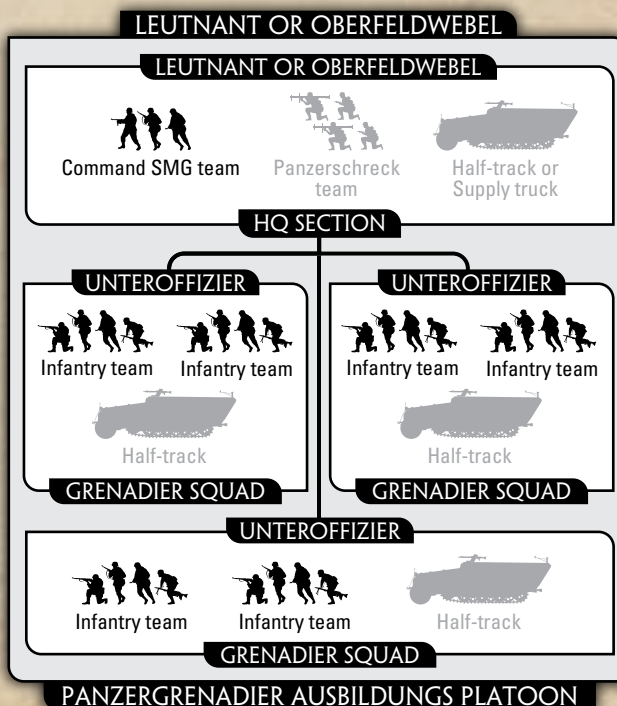
A *Panzergrenadier Ausbildungs Platoon* equipped with Sd Kfz 251/1 or Sd Kfz 250 half-tracks may use the *Mounted Assault* special rule on page 243 of the rulebook.

AUSBILDUNGS FLAK PLATOON

PLATOON

6 Sd Kfz 251/21 (Triple 15mm)	220 points
3 Sd Kfz 251/21 (Triple 15mm)	110 points

Panzer Ausbildungs Verbände 'Thuringen' includes FlaK Brigade 508. This adds 18 Sd Kfz 251/21 (Triple 15mm) half-tracks to your force. Their great firepower will both shield your force from enemy aircraft and screen enemy infantry away from your *Verband*.



OPTIONS (FOR ALL SCHOOLS)

- Equip all teams with Panzerfausts in addition to their normal weapons for +10 points per team.
- Add a Panzerschreck team for +20 points.

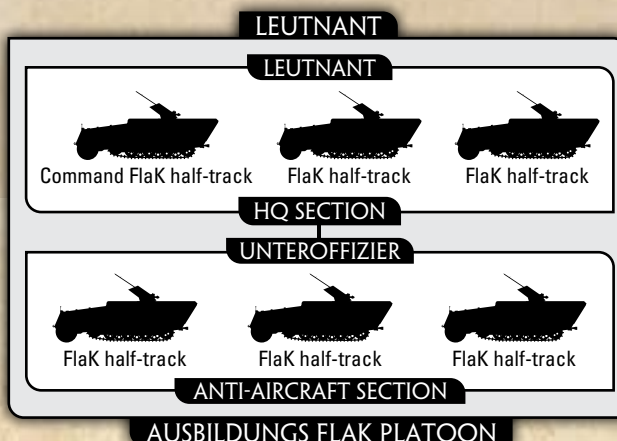
PIONEER SCHOOL

You may replace up to one Pioneer Rifle, Pioneer Rifle/MG, or Pioneer MG team with a Flame-thrower team at the start of the game before deployment.

SNIPER SCHOOL

Rifle teams in a *Panzergrenadier Ausbildungs Platoon* do not suffer the usual +1 to hit penalty for firing their Rifle while Pinned Down.

When not Pinned Down, Rifle teams re-roll all failed To Hit rolls with their Rifles in Defensive Fire during assaults.



SUPPORT PLATOONS

MOTIVATION AND SKILL

*Veteran Support Platoons are rated as **Confident Veteran**.*

*Fresh Support Platoons are rated as **Confident Trained**.*

V VETERAN KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

T FRESH KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SCHWERE PANZER PLATOON

PLATOON

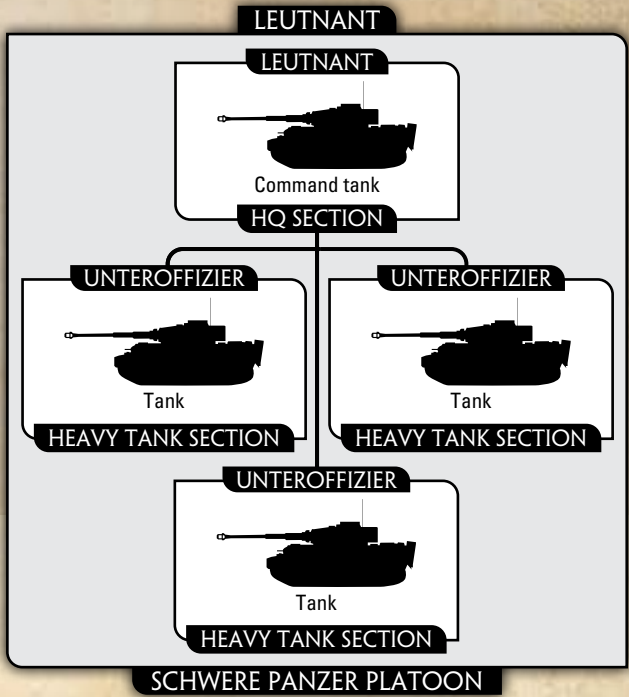
4 Königstiger (Henschel)	1380 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points
4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points
3 Hetzer	275 points
2 Hetzer	185 points

A Schwere Panzer Platoon uses the Tiger Aces special rules on page 244 of the rulebook.

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

*A Schwere Panzer Platoon is rated **Confident Veteran**.*

CONFIDENT | VETERAN



The heavy tanks of the Schwere Panzer battalions are as reliable as ever, providing excellent support to the *Panzertruppen*.

Demands for the superb *Königstiger* are so high that some battalions have to use the older Tiger I E or be issued *Hetzer* tank destroyers as temporary replacement vehicles.



TANK-HUNTER PLATOON

PLATOON

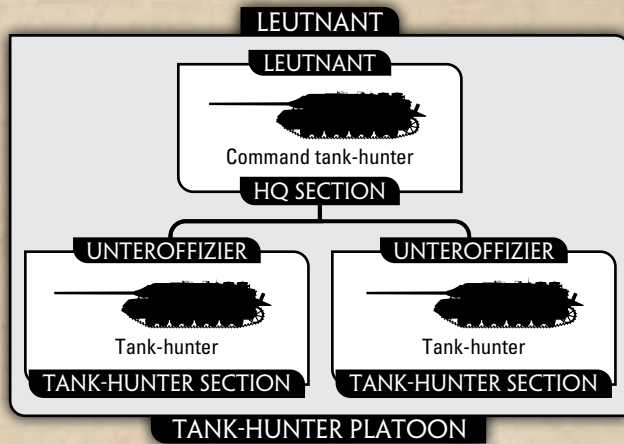
	V	T
3 Panzer IV/70 (V)	450 points	340 points
2 Panzer IV/70 (V)	300 points	225 points
3 Sd Kfz 251/22 (PaK40)	195 points	150 points
2 Sd Kfz 251/22 (PaK40)	130 points	100 points
3 Jagdpanther	705 points	545 points
2 Jagdpanther	470 points	360 points
3 T-34 obr 1942	225 points	-
2 T-34 obr 1942	150 points	-

- Replace up to one T-34 obr 1942 with an SU-85 for +5 points.

3 SU-85	245 points	-
2 SU-85	165 points	-
1 SU-85	85 points	-
1 SU-100	130 points	-

OPTION

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



Tank-hunters are an essential arm of the *Panzertruppen*. The demands made on the panzers are high, so the *Panzerjäger* tanks fill in wherever they can. They are usually found supporting the panzergrenadiers, helping to brace for enemy attacks and offering their guns as assault cannons.

The Sd Kfz 251/22 (PaK40) is a new addition to our arsenal, matching up the tried and true half-track chassis with the deadly 7.5cm PaK40 anti-tank gun. Furthermore, the powerful *Jagdpanther* and Panzer IV/70 tank-hunters have replaced the old *Hornisse* and *Marder*.

Interestingly, the 189. *Panzerjäger Abteilung* (189th Tank-hunter Battalion), part of the 23. *Panzerdivision* (23rd Armoured Division), uses captured Soviet vehicles, including T-34 obr 1942 tanks and SU-85 assault guns. The 4. *Panzerdivision* has a single Soviet assault gun in its service, a formidable SU-100.

PANZERSPÄH PLATOON

PLATOON

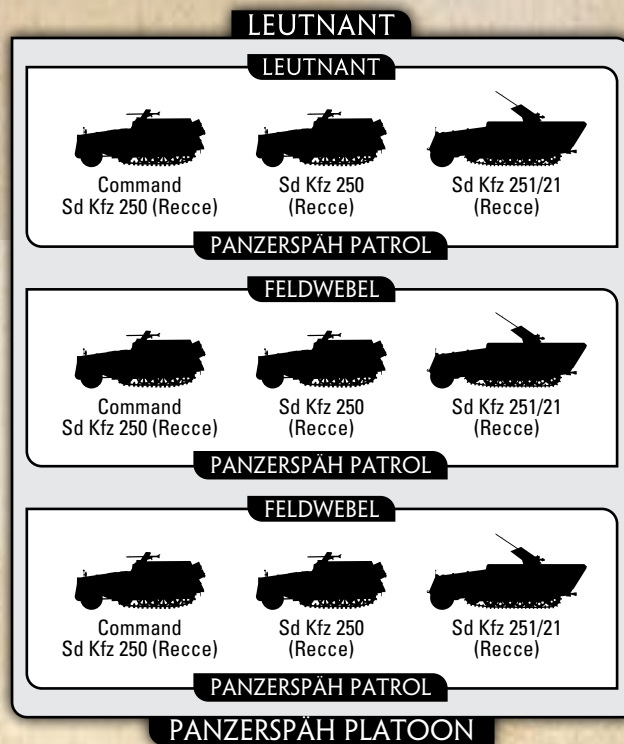
	V	T
3 Panzerspäh Patrols	360 points	285 points
2 Panzerspäh Patrols	240 points	190 points
1 Panzerspäh Patrol	120 points	95 points

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

Panzerspäh Patrols are Reconnaissance Platoons.

The *Panzerspäh* patrols will keep you informed about incoming attacks as well as lead your troops away from enemy ambushes.

The *Panzerspäh* platoon has received a boost in firepower with the addition of an Sd Kfz 251/21 (triple 15mm) to each patrol. This will keep the enemy fighters at bay while your reconnaissance half-tracks get on with their job. Alternatively, their high rate of fire will pin down enemy infantry while the tanks and panzergrenadiers close in and finish the job.



TRACKED PANZERSPÄH PLATOON


PLATOON


	V	T
2 Panzerspäh Patrols with: Panzer II L Luchs	230 points	180 points
1 Panzerspäh Patrol with: Panzer II L Luchs	115 points	90 points
2 Panzerspäh Patrols with: Aufklärer 38(t)	220 points	170 points
1 Panzerspäh Patrol with: Aufklärer 38(t)	110 points	85 points


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

Panzerspäh Patrols are Reconnaissance Platoons.

LEUTNANT



 Command tank



 Tank



 Tank

PANZERSPÄH PATROL

FELDWEBEL


 Command tank


 Tank


 Tank

PANZERSPÄH PATROL

TRACKED PANZERSPÄH PLATOON

Fully-tracked *Panzerspäh* tanks are ideal for getting into places half-tracked and wheeled vehicles cannot go. The Panzer II L *Luchs* (Lynx) has proven itself, and the new Aufklärer 38(t) will also be excellent at its job.



HEAVY PANZERSPÄH PLATOON

PLATOON


	V	T
3 Panzerspäh Patrols	375 points	285 points
2 Panzerspäh Patrols	250 points	190 points
1 Panzerspäh Patrol	125 points	95 points


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

Panzerspäh Patrols are Reconnaissance Platoons.

The Sd Kfz 234/1 mounts a 2cm gun on a fast 8-wheeled chassis. These are exceptional reconnaissance vehicles and will have no problem detecting the enemy. Each armoured car is backed by an Sd Kfz 234/4, which uses the same chassis but is armed with a lethal 7.5cm PaK40 anti-tank gun.


LEUTNANT



 Command Sd Kfz 234/1


 Sd Kfz 234/4 (PaK40)

PANZERSPÄH PATROL


LEUTNANT



 Command Sd Kfz 234/1


 Sd Kfz 234/4 (PaK40)

PANZERSPÄH PATROL

LEUTNANT


 Command Sd Kfz 234/1


 Sd Kfz 234/4 (PaK40)

PANZERSPÄH PATROL

HEAVY PANZERSPÄH PLATOON

ARMoured CAR PLATOON

PLATOON

	V	T
2 Sd Kfz 250 (Recce) and 1 Sd Kfz 251/21 (Recce)	120 points	95 points
3 Panzer II L Luchs	115 points	90 points
3 Aufklärer 38(t)	110 points	85 points
1 Sd Kfz 234/1 and 1 Sd Kfz 234/4 (PaK40)	125 points	95 points

LEUTNANT



An Armoured Car Platoon is a Reconnaissance Platoon.

While operating as a part of a panzer division, the *Panzer Ausbildungs Verbände* have limited access to the divisional reconnaissance patrols.



PANZERPIONIER PLATOON

PLATOON

HQ Section with:

	V	T
3 Pioneer Squads	290 points	225 points
2 Pioneer Squads	210 points	160 points

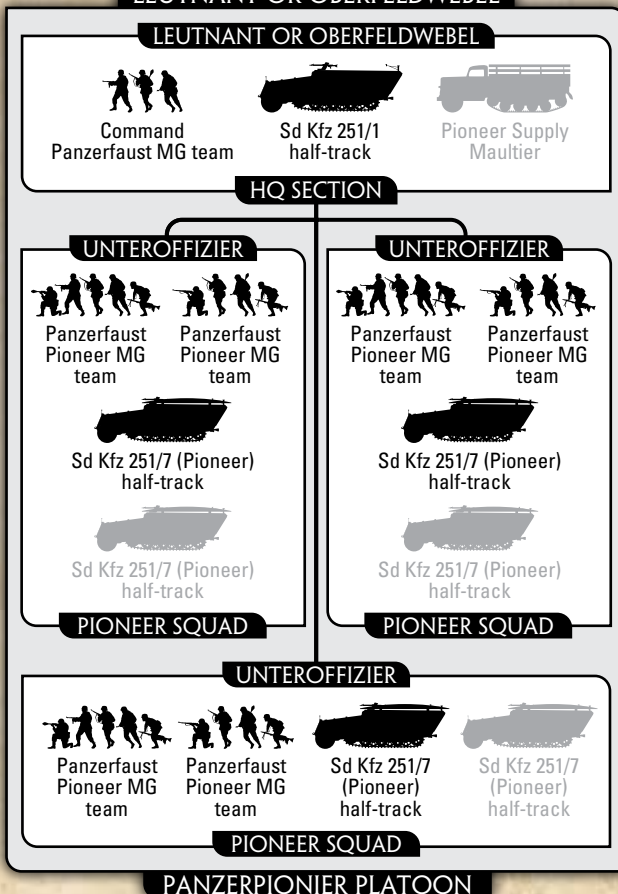
OPTIONS

- 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.
- Add one additional Sd Kfz 251/7 (Pioneer) half-track to each Pioneer Squad for +10 points per half-track
- Replace any or all Sd Kfz 251/7 (Pioneer) half-tracks with Sd Kfz 251/1 (Stuka) half-tracks for +35 points per half-track.
- Add Pioneer Supply Maultier half-track for +30 points.

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

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

LEUTNANT OR OBERFELDWEBEL



SS-PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads	260 points
2 Panzergrenadier Squads	185 points

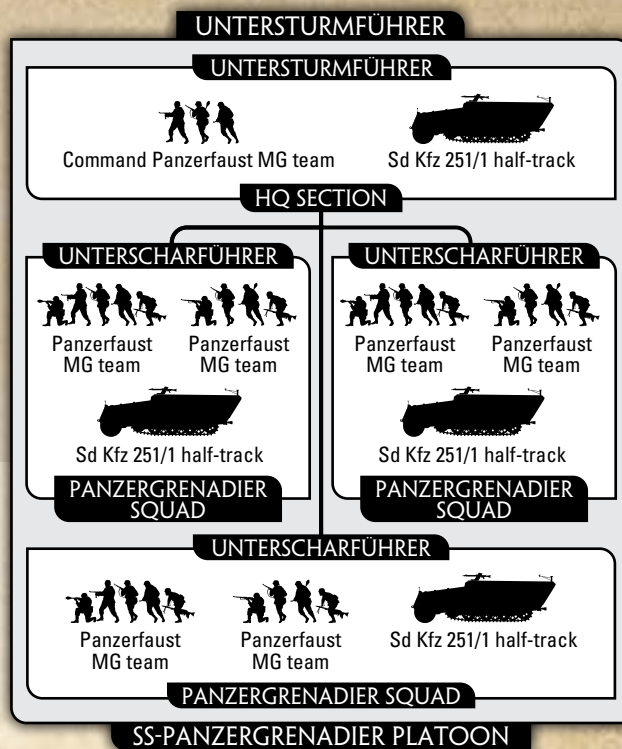
OPTIONS

- 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.
- Replace all Panzerfaust MG teams with Panzerfaust Assault Rifle teams for +5 points per team.

SS-Panzergrenadier Platoons may use the Mounted Assault special rule.

*SS-Panzergrenadier Platoons are rated **Fearless Trained**.*

FEARLESS | **TRAINED**



GRENADIER KAMPFGRUPPE PLATOON

PLATOON

HQ Section with:

2 Grenadier Squads	V 155 points	T 120 points
1 Grenadier Squad	95 points	75 points

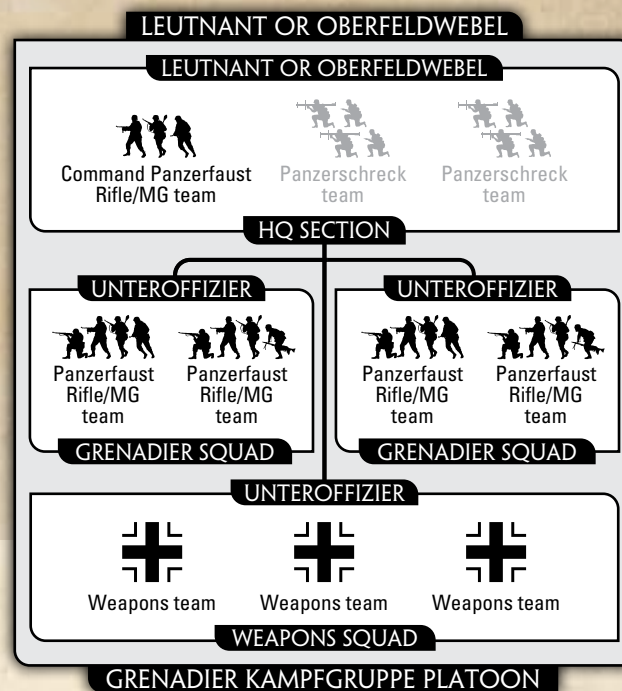
Add:

2 Panzerschreck teams	+50 points	+40 points
1 Panzerschreck team	+25 points	+20 points
3 Weapons teams	+110 points	+90 points
2 Weapons teams	+80 points	+65 points
1 Weapons team	+50 points	+40 points

The Weapons Squad is made up of Weapons teams. There is no actual team called a Weapons team. Instead these can be any of the following types of teams:

- up to one 7.5cm PaK40 anti-tank gun
- up to one 7.5cm PaK50 gun
- up to one 7.5cm IG37 gun
- up to two MG42 HMG
- up to two 8cm GW34 mortar

A Grenadier Kampfgruppe Platoon is unusual in that the composition of the platoon can change from game to game. You must choose the composition of your Grenadier Kampfgruppe Platoon for each game before deployment begins.



The brave grenadier forces have been facing the Soviet onslaught for the past few months. Many are trapped in isolated pockets, reduced from battalions to mere platoons, yet still they fight for the Fatherland. It is our duty as *Panzertuppen* to not only rescue our heroic comrades from destruction, but to honour their sacrifices and drive the Soviets from our borders.

These small grenadier *kampfgruppen* (battlegroups) may have a small rifle-strength, but they make up for it with automatic and heavy weapons to help them withstand determined attacks. They have plenty of infantry anti-tank weapons and should be able to hold an objective, freeing up your *Panzertuppen* to achieve victory.

VOLKSGRENADIER PLATOON

PLATOON

HQ Section with:

2 Assault Squads and 1 MG Squad	160 points
2 Assault Squads	120 points

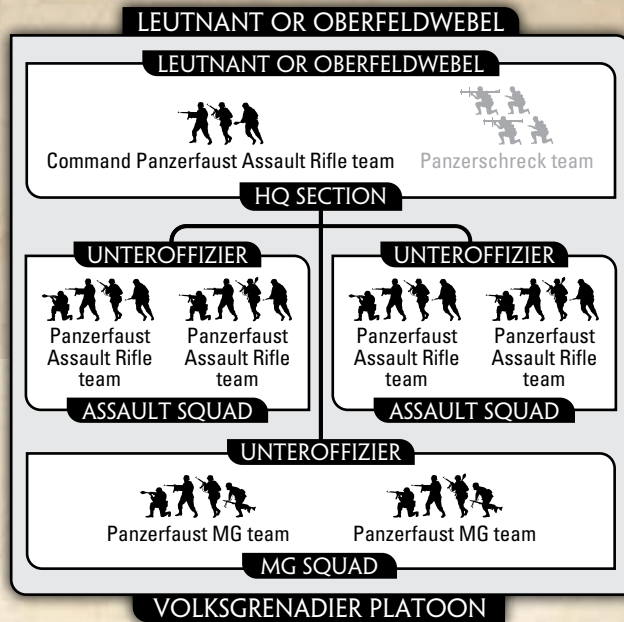
OPTION

- Add a Panzerschreck team for +20 points for the platoon.

Volksgrenadier Platoons are rated Reluctant Trained.

RELUCTANT **TRAINED**

The Volksgrenadier (people's grenadiers), are reformed or newly formed infantry divisions. They are well equipped and perfectly capable of holding ground while your tanks and armoured infantry attack.



HEAVY ANTI-AIRCRAFT GUN PLATOON

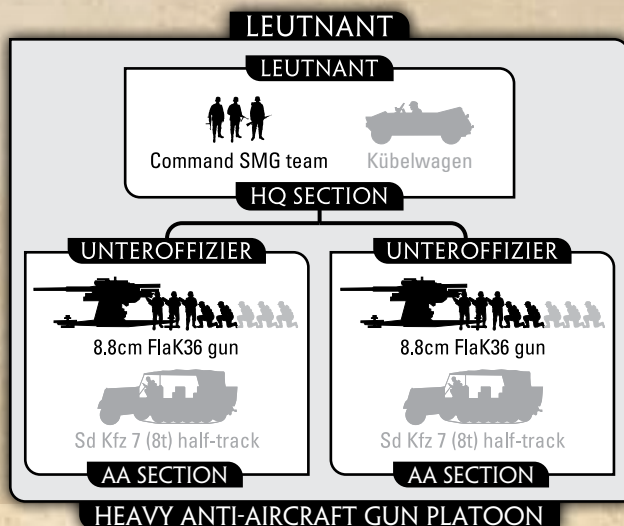
PLATOON

HQ Section with:

2 8.8cm FlaK36	160 points	115 points
1 8.8cm FlaK36	80 points	55 points

OPTIONS

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



ARMoured ARTILLERY BATTERY

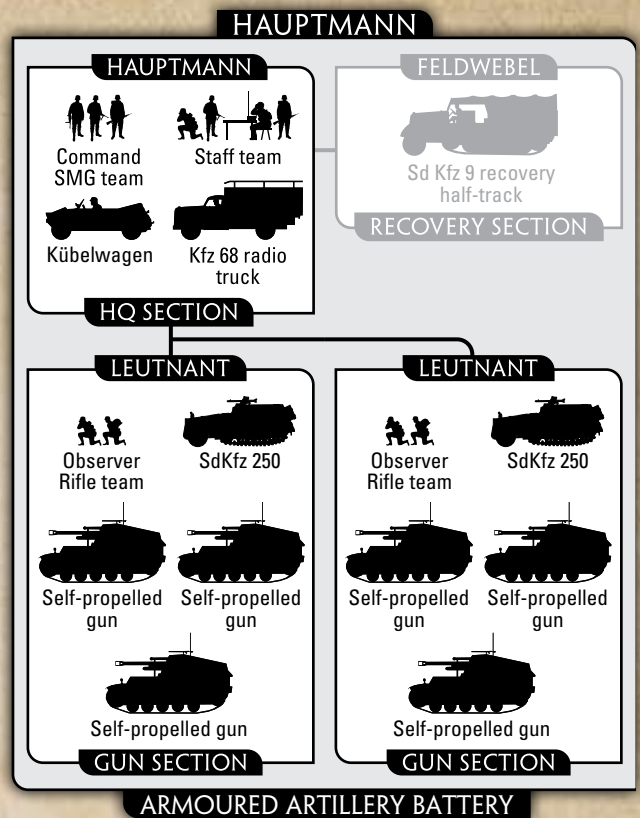
PLATOON

HQ Section and

	V	T
Two Gun Sections with:		
6 Wespe	435 points	335 points
4 Wespe	315 points	245 points
One Gun Section with:		
3 Wespe	235 points	180 points
2 Wespe	170 points	130 points
Two Gun Sections with:		
6 Hummel	560 points	430 points
4 Hummel	405 points	315 points
One Gun Section with:		
3 Hummel	300 points	235 points
2 Hummel	210 points	165 points

OPTIONS

- Replace any or all Observer Rifle teams and their Sd Kfz 250 with Observer Panzer III OP tanks for +10 points per tank.
- Add an Sd Kfz 9 recovery half-track for +5 points.



ARTILLERY BATTERY

PLATOON

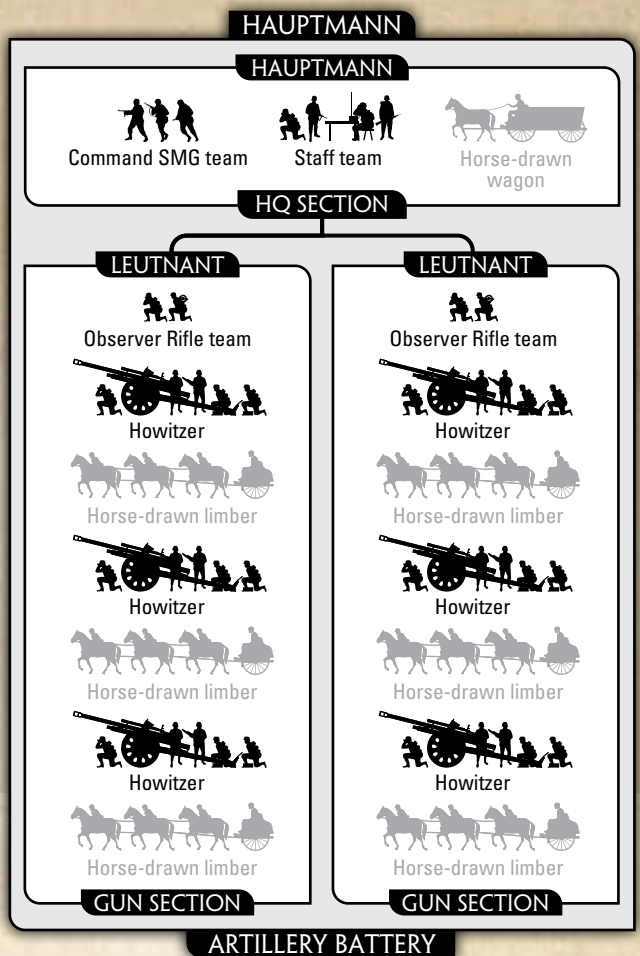
HQ Section and

	V	T
Two Gun Sections with:		
6 10.5cm leFH18/40	290 points	220 points
4 10.5cm leFH18/40	210 points	160 points
One Gun Section with:		
3 10.5cm leFH18/40	155 points	120 points
2 10.5cm leFH18/40	115 points	85 points
Two Gun Sections with:		
6 15cm sFH18	430 points	330 points
4 15cm sFH18	310 points	235 points
One Gun Section with:		
3 15cm sFH18	230 points	175 points
2 15cm sFH18	160 points	120 points

OPTIONS

- Add horse-drawn wagon and limbers for +5 points for the battery.
- Replace all horse-drawn limbers and wagon with 3-ton trucks or RSO tractors at no cost.

Artillery is still an essential weapon. In the past we used to have three batteries of four weapons, but now we have split the third and attached its two howitzers to the others. This saves us manpower in the artillery staffs, but more importantly it dramatically increases the battery's firepower.



CANNON BATTERY

PLATOON

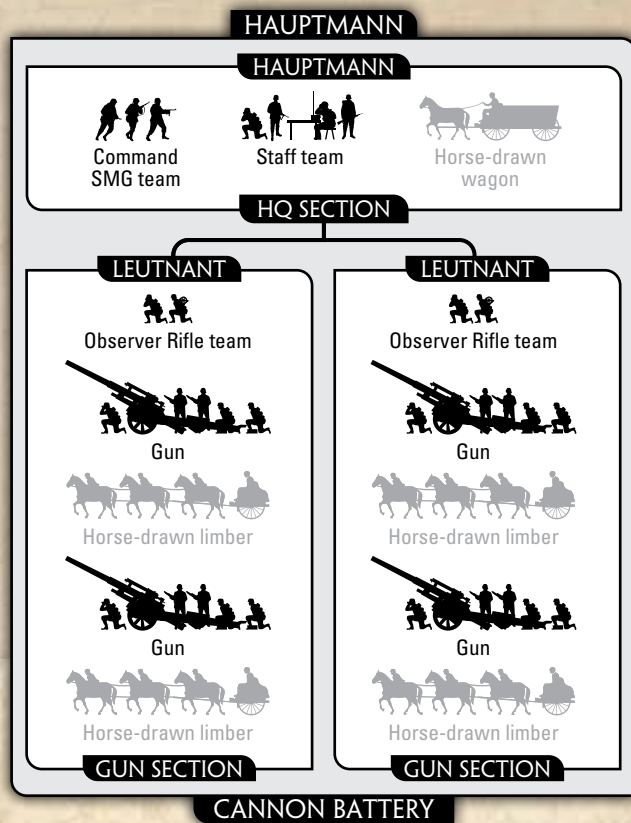
HQ Section and

	V	T
Two Gun Sections with: 4 s10cm K18	335 points	255 points
One Gun Section with: 2 s10cm K18	175 points	135 points
Two Gun Sections with: 4 12.8cm K81	435 points	335 points
One Gun Section with: 2 12.8cm K81	225 points	175 points

OPTIONS

- Add horse-drawn wagon and limbers for +5 points for the battery.
- Replace all horse-drawn limbers and wagons with 3-ton trucks, RSO tractors, or Sd Kfz 7 half-tracks at no cost.

Cannon platoons are excellent counterbattery weapons, capable of knocking out enemy guns and infantry from afar. Their long barrels and massive shells make them good at dispatching enemy tanks and infantry when needed.



ARMoured ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and

	V	T
Two Launcher Sections with: 8 Panzerwerfer 42	365 points	275 points
6 Panzerwerfer 42	305 points	230 points
One Launcher Section with: 4 Panzerwerfer 42	210 points	160 points
3 Panzerwerfer 42	165 points	125 points

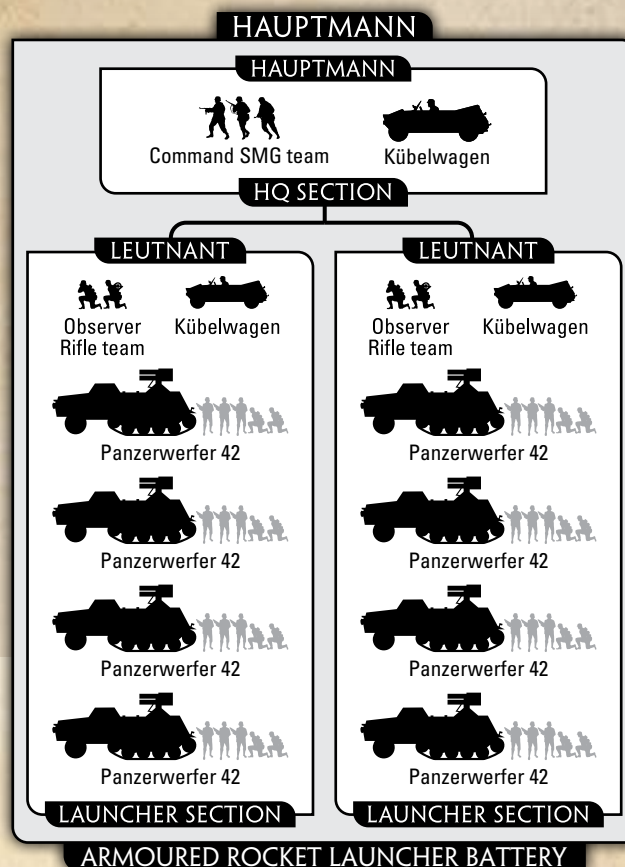
OPTION

- Model all Panzerwerfer 42 rocket launchers with 5 or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.

Armoured Rocket Launcher Batteries use the Armoured Rocket Launcher special rule on page 245 of the rulebook.

The Panzerwerfer 42 is a mobile rocket launcher, which fires eight 15cm rockets in each salvo. A battery of eight will flatten a large area on the battlefield. Even a half-battery of four launchers will do serious damage to enemy positions.

The fact that they are mounted on an armoured half-track means that you can get them into and out of trouble a lot easier than other artillery. This is particularly helpful for evading counterbattery fire.



ROCKET LAUNCHER BATTERY

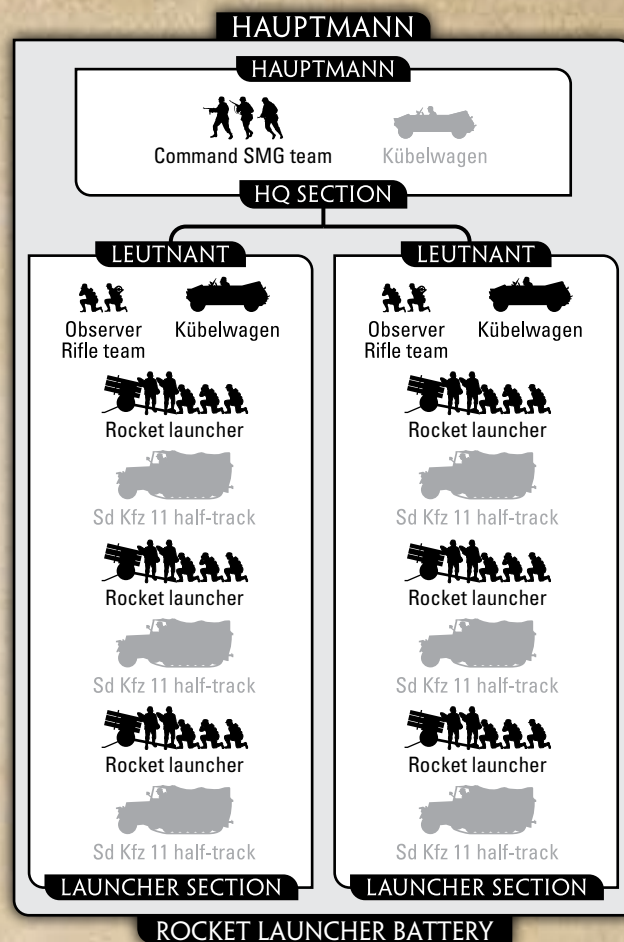
PLATOON

HQ Section and

	V	T
Two Launcher Sections with: 6 15cm NW41 4 15cm NW41	200 points 145 points	155 points 110 points
One Launcher Section with: 3 15cm NW41 2 15cm NW41	105 points 75 points	85 points 60 points
Two Launcher Sections with: 6 21cm NW42 4 21cm NW42	240 points 175 points	185 points 130 points
One Launcher Section with: 3 21cm NW42 2 21cm NW42	125 points 90 points	95 points 70 points
Two Launcher Sections with: 6 30cm NW42 4 30cm NW42	285 points 205 points	225 points 160 points
One Launcher Section with: 3 30cm NW42 2 30cm NW42	150 points 105 points	120 points 85 points

OPTION

- Add a Kübelwagen and Sd Kfz 11 half-tracks to the battery for +5 points.



SUPER-HEAVY ROCKETS

The massive 30cm rockets used by the NW42 rocket launchers are slow to load and therefore the full battery is not always available to fire on command. A Rocket Launcher Battery equipped with 30cm NW42 rocket launchers uses the Super-heavy Rockets special rule.

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.

The Nebelwerfer has supported our troops for several years. It has demonstrated without a doubt that it is an excellent and efficient weapon, demoralising and destroying the enemy at the same time.

Beginning with the excellent 15cm NW41 launcher, this weapon system is cheap and can support your troops with both high-explosive bombardments or smoke screens. The heavier 21cm NW42 rockets are more powerful and will help dig out enemy troops in front of your tanks and armoured infantry. The deadly 30cm NW42 is even more powerful than the 21cm rocket. Though more cumbersome to load than the other two launchers, the effect of a barrage from this weapon will leave the ground shattered and smouldering.

LUFTWAFFE SUPPORT PLATOONS

MOTIVATION AND SKILL

The *Luftwaffe Flak Korps* are trained in anti-aircraft work, but have little to no expertise in ground combat. They are normally kept behind the German front line, but as the Soviets rapidly advance they keep finding themselves in the thick of the battle.

Luftwaffe support platoons are rated as **Reluctant Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



AIR SUPPORT

SPORADIC AIR SUPPORT

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

LEUTNANT

LEUTNANT

Aircraft

FLIGHT

FLIGHT

Despite Allied air superiority, we can hope that the *Luftwaffe* will send us some air support. They have brought the older Ju-87 Stukas out of retirement as more modern fighters have

been tasked with dealing with the enemy aircraft. The Stuka is still a good aircraft and has plenty of fight left in it!





LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

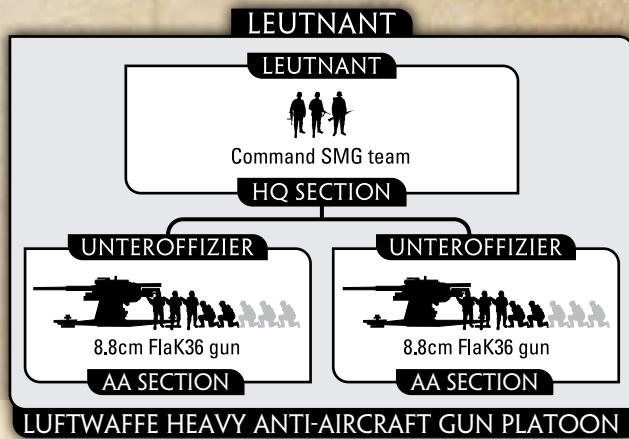
PLATOON

HQ Section with:

2 8.8cm FlaK36	95 points
1 8.8cm FlaK36	50 points

OPTION

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



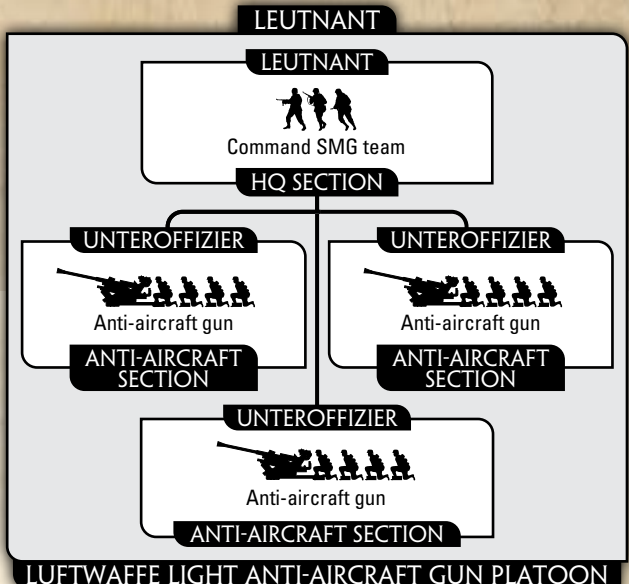
LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

3 3.7cm FlaK43	65 points
3 2cm Flakvierling 38	60 points

The *Luftwaffe* is responsible for defending our troops from enemy aircraft. To do this, they have stationed anti-aircraft batteries all along the front line and created flak strongpoints covering the most vital areas. Rest assured that protecting your armour from airborne threats will be the utmost priority of our anti-aircraft platoons, as our hopes of driving the Allied invaders away from Germany rest with your *Panzertruppen*.



OBERST HANS-ULRICH RUDEL

STUKA ACE



Hans-Ulrich Rudel was born on 2 July 1916. In late 1936, he joined the Luftwaffe as a cadet. During basic training, he had difficulty learning fighter piloting techniques and was eventually listed as unsuitable for aerial combat missions. In 1939, he was transferred to a reconnaissance unit and began his wartime career observing and taking pictures of enemy positions during the invasion of Poland.

In 1940, his numerous applications to be transferred to the dive-bombers were finally approved and he was then stationed in Caen, France during the Battle of Britain. A frustrated Rudel spent the entire battle assigned to a non-combat role. He then moved to the Mediterranean theatre where he once again sat on the sidelines during the battle of Crete.

Finally on 23 June 1941, Rudel flew his first combat missions in the opening days of Operation Barbarossa, the invasion of the Soviet Union. It took him less than a month to win the Iron Cross, First Class, in recognition of his abilities on the battlefield.

On 23 September 1941, Rudel and a fellow dive-bomber pilot scored hits that resulted in the sinking of the Soviet battleship *Marat*, while it lay in the Leningrad harbour. By 1942, Rudel had over 400 missions under his belt and had been awarded the Knight's Cross, Germany's highest honour.

In early 1943, Rudel, now with a world record of 1000 combat sorties flown, traded dive-bombing for anti-tank missions, using the specialised Ju-87G *Kanonenvogel* (Cannon Bird) Stuka armed with two 3.7cm cannon, each carrying six rounds. He took to the job with ease, claiming over 100 destroyed Soviet tanks at the Battle of Kursk alone.

By March 1944, Rudel had clocked over 1800 sorties and 204 tanks destroyed. He was now the commander of his group, *III. Gruppe, 2. Sturzkampfgeschwader* (3rd Group, 2nd Dive-bomber Wing). He was such a success that Hitler wanted him grounded for fear of losing the popular war hero. Rudel refused and the *Führer* backed down.

In November 1944, Rudel was wounded and flew several missions with his leg in a plaster cast. Then, in February 1945, Rudel's Stuka was hit by anti-aircraft fire. Badly wounded once again in the leg, he crash-landed behind German lines before losing consciousness. He was saved by his observer and gunner, Ernst Gadermann who, by a stroke of luck, was a trained doctor. Gadermann applied first aid, but in the end Rudel lost his leg below his knee.

Rudel recovered and by 25 March 1945, he was flying again. He claimed an additional 26 tanks before the war in Europe ended in May. To this day, Rudel's record remains staggering. He was the most highly decorated German serviceman of the war, to the extent that the German military had to invent a new device to add to his full Knight's Cross with Oak Leaves, Swords, and Diamonds. He would be the only person to be awarded the Knight's Cross of the Iron Cross with Golden Oak Leaves, Swords, and Diamonds.

Rudel flew 2530 combat missions claiming at least 2000 targets destroyed. These included 800 vehicles, 519 tanks, 150 artillery pieces, 70 landing craft, nine aircraft, four armoured trains, several key bridges, a destroyer, two cruisers, and the Soviet battleship *Marat*.

CHARACTERISTICS

Oberst Hans-Ulrich Rudel is mounted in a Ju-87G Stuka. He may join a Panzer Kampfgruppe (page 68) or a Panzergrenadier Kampfgruppe (page 72) for +175 points.

Rudel uses all of the normal Ground Attack Aircraft rules with the following exceptions and abilities.

RUDEL ARRIVES

Rudel has an Air Support Pool of five dice. He arrives to support your operations using all of the normal Aircraft rules. When Rudel arrives, he always does so as a flight of one aircraft.

CHARMED

If Rudel is shot down, he is not permanently destroyed. Instead, he and his Ju-87G Stuka have made a lucky escape and will return the next time you successfully request Ground-attack Aircraft.

STUKA ACE

Rudel automatically Ranges In on his target team, even if it is Concealed from Aircraft (see page 184 of the rulebook).

Instead of rolling To Hit like normal aircraft, choose an enemy platoon (or an Independent or Warrior team) under the template. As usual, Independent and Warrior teams Join a platoon using the rules on page 74 of the rulebook.

Rudel then rolls two dice. For each result of 2+, he scores a Hit against teams under the template from the chosen platoon. Despite being a flight of one aircraft, Rudel never has to re-roll successful rolls to hit targets.

These Hits are allocated using the Allocating Hits to Target Teams rules for normal Shooting on pages 93 to 96 of the rulebook. These Hits are then resolved using the Aircraft rules on pages 187 to 189 of the rulebook.



Knight's Cross of the Iron Cross with Golden Oak Leaves, Swords, and Diamonds.

OBERST HANS-ULRICH RUDEL'S JU-87G STUKA

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Rudel's Ju 87G Stuka	3.7cm Cannons	2+	11	3+	Charmed, Stuka ace.



GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
MEDIUM TANKS					
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 G 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
CAPTURED TANKS					
T-34 obr 1942 7.62cm KwK(r) gun	Standard Tank 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Wide-tracks, Unreliable.
T-34/85 obr 1944 8.5cm KwK(r) gun	Standard Tank 32"/80cm	7 2	5 12	1 3+	Co-ax MG, Hull MG, Unreliable.
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.
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.
TANK-HUNTERS					
Hetzer 7.5cm PaK39 gun	Standard Tank 32"/80cm	7 2	2 11	1 3+	Hull MG, Overloaded. Hull mounted.
Panzer IV/70 (A) 7.5cm PaK42 gun	Slow Tank 32"/80cm	8 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. 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.
Jagdpanzer IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull-mounted.
CAPTURED TANK-HUNTERS					
SU-85 8.5cm StuK(r) gun	Standard Tank 32"/80cm	5 2	5 12	1 3+	Unreliable. Hull mounted.
SU-100 10cm StuK(r) gun	Slow Tank 40"/100cm	9 1	5 16	1 2+	Overloaded, Unreliable. Hull mounted.
INFANTRY GUNS (SP)					
Sd Kfz 251/9 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	AA MG. Hull mounted.
Sd Kfz 251/22 (PaK40) 7.5cm PaK40 gun	Half-tracked 32"/80cm	1 2	0 12	0 3+	AA MG. Hull mounted.

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
AUSBILDUNGS TANKS					
Panzer II F <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Protected ammo, Unreliable.
Panzer III L or M <i>5cm KwK39 gun</i>	Standard Tank <i>24"/60cm</i>	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer III N <i>7.5cm KwK37 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer IV G or H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panther A or G <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 2	5 14	1 3+	Co-ax MG, Hull MG, Unreliable.
StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Unreliable. <i>Hull mounted.</i>
Jadgpanzer IV <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Unreliable. <i>Hull mounted.</i>
Hetzer <i>7.5cm PaK39 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	2 11	1 3+	Hull MG, Overloaded, Unreliable. <i>Hull mounted.</i>
Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Unreliable. <i>Slow traverse.</i>
Königtiger (Porsche) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Unreliable. <i>Slow traverse.</i>
Brumbär <i>15cm StuH43 gun</i>	Slow Tank <i>16"/40cm</i>	9 1	5 13	1 1+	Hull MG, Overloaded, Unreliable. <i>Bunker buster, Hull mounted.</i>

RECONNAISSANCE

Sd Kfz 234/1 <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	3 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Sd Kfz 234/4 (PaK40) <i>7.5cm PaK40 gun</i>	Jeep <i>32"/80cm</i>	3 2	0 12	0 3+	AA MG, Recce. <i>Hull mounted.</i>
Sd Kfz 250 (Recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 251/21 (Recce) <i>MG151/15 gun</i>	Half-tracked <i>16"/40cm</i>	1 6	0 4	0 5+	Recce. <i>Self-defence anti-aircraft.</i>
Panzer II L Luchs <i>2cm KwK38 gun</i>	Light Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Recce.
Aufklärer 38(t) <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	4 3	1 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>

ARTILLERY (SP)

Wespe <i>10.5cm leFH18M howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	1 10 4	0 2+ 4+	AA MG, Protected ammo. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>
Hummel <i>15cm sFH18 howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 1 -	1 13 5	0 1+ 2+	AA MG, Protected ammo. <i>Bunker buster, Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Panzerwerfer 42 <i>15cm RW42 rocket launcher</i>	Half-tracked <i>64"/160cm</i>	0 -	0 3	0 4+	AA MG, Armoured rocket launcher. <i>Rocket launcher, Smoke bombardment.</i>
Panzer III OP	Standard Tank	5	3	1	Hull MG.

ANTI-AIRCRAFT (SP)

Sd Kfz 251/21 (Triple 15mm) <i>MG151/15 gun</i>	Half-tracked <i>16"/40cm</i>	1 6	0 4	0 5+	<i>Anti-aircraft.</i>
Möbelwagen (3.7cm) <i>3.7cm FlaK43 gun</i>	Standard Tank <i>24"/60cm</i>	0 4	0 6	0 4+	<i>Anti-aircraft.</i>
Wirbelwind (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Standard Tank <i>16"/40cm</i>	3 6	1 5	0 5+	Hull MG. <i>Anti-aircraft.</i>
Ostwind (3.7cm) <i>3.7cm FlaK43 gun</i>	Standard Tank <i>24"/60cm</i>	3 4	1 6	0 4+	Hull MG. <i>Anti-aircraft.</i>

VEHICLE MACHINE-GUNS

Vehicle MG	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MORTARS						
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
INFANTRY GUNS						
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	3	6	
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
ANTI-AIRCRAFT GUNS						
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+	Gun shield, Heavy anti-aircraft, Turntable.
ANTI-TANK GUNS						
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
ARTILLERY						
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
12.8cm K81 gun	Immobile	48"/120cm	1	17	2+	Breakthrough gun.
Firing bombardments		104"/260cm	-	4	3+	
ROCKET LAUNCHERS						
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.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.



TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour Top Firepower	Equipment and Notes
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TRUCKS

Kübelwagen jeep	Jeep	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

Sd Kfz 11 or Sd Kfz 7 half-track	Half-tracked	-	-	-	
RSO	Slow Tank	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/17 (2cm) half-track <i>2cm KwK38 gun</i>	Half-tracked <i>16"/40cm</i>	1 3	0 5	0 5+	Passenger-fired AA MG. <i>Self-defence anti-aircraft.</i>
Sd Kfz 251/21 (15mm) half-track <i>MG151/15 gun</i>	Half-tracked <i>16"/40cm</i>	1 6	0 4	0 5+	<i>Self-defence anti-aircraft.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/1 (Stuka) half-track <i>28cm sW40 Rocket Launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Hull MG, Passenger-fired AA MG. <i>Hull mounted, Stuka zu Fuss.</i>

RECOVERY VEHICLES












Sd Kfz 9 half-track	Half-tracked	-	-	-	Recovery vehicle.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Rudel's Ju 87G Stuka	3.7cm Cannon	2+	11	3+	Charmed, Stuka ace.
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank.
Hs 129B3	Cannon MG	4+ 3+	15 6	3+ 5+	Flying Tank, No HE.

GERMAN PAINTING GUIDE

LATE TANK SCHEMES



PERIOD	PRIMER	BASE COLOUR	CAMO COLOUR (OPTIONAL)	CAMO COLOUR (OPTIONAL)
FROM 1944	 Cavalry Brown (982)	 Middlestone (882)	 Reflective Green (890)	 Chocolate Brown (872)
LATE 1944 - MAY 1945	 Cavalry Brown (982)	N/A	 Middlestone (882)	 Reflective Green (890)
AFTER JANUARY 1945	 Cavalry Brown (982)	 Reflective Green (890)	 Middlestone (882)	 Chocolate Brown (872)

Notes: Camouflage was applied over the red-oxide primer undercoat. Often only one camo colour was used.

Notes: The above colours are a simple suggestion, however in this period of the war camouflage schemes and colours varied greatly. Older tanks in the unit retained their normal camouflage. Replacement vehicles had a variety of schemes, including the Panzer IV shown here with just one camouflage colour over the green base. Also shown is the exposed primer colour on the lower part of the hull and road wheels. This was common if the tank was rushed into battle.








AUSBILDUNGS (TRAINING) TANKS

 Cavalry Brown (982)	 Middlestone (882)
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Notes: Training tanks were basic, usually simply basecoated in dark yellow. Reinforcement tanks were usually refurbished (usually repainted) or second-hand (left in their colour scheme).

BEUTE (LOOTED) TANKS

N/A	 OR  Middlestone (882) or Reflective Green (890)	 OR  Reflective Green (890) or Middlestone (882)	 Chocolate Brown (872)
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Notes: Looted tanks were either acquired on the battlefield, in which case it was up to the crews to camouflage the vehicle with whatever colours were available, or they were issued in standard German camouflage patterns. In both cases, many large German crosses were added all over the vehicle to reduce friendly-fire accidents.

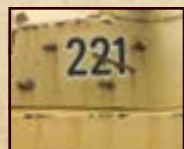


MODELLING BATTLE DAMAGE

At this stage of the war, German tanks look like they have been through hell and back. This gives you the opportunity to go to town on the weathering to simulate dirt, fading, spills, paint wear and tear, rusting, and more. Here are a few ideas.



Paint replacement parts in a primer red oxide colour to represent field repairs.



Use areas of bare metal as the point of origin for rust streaks.



Add paint chips and scratches, exposing red primer or bare metal beneath.

GERMAN INFANTRY



REVERSIBLE CAMOUFLAGE UNIFORM

PAINTING SPLINTER PATTERN CAMOUFLAGE



Start with a base of **German Camo Beige (821)**. You may prefer to start with a shade colour of **Green Brown (879)**, to give more definition.



Paint irregular lines and patches of **German Camo Medium Brown (826)**. Try to create angular, zig-zag shapes; you should aim to cover approximately one-third of the base colour.



Add small patches of **Luftwaffe Camo Green (823)** or **Flat Green (968)** between the brown areas.

Some purists like to paint the fine lines that give the splinter pattern its name, but an alternative method is to use a base colour of **Green Grey (886)**, which just suggests the lines, using small patches of **German Camo Beige (821)** to indicate the areas without Splinters.

PAINTING WHITE



Apply a base coat of a mid grey such as **Medium Sea Grey (991)**. This shadow colour doesn't need to be perfectly smooth, but try to make the edges neat.

Using a pale grey such as **Sky Grey (989)**, cover most of the base coat, leaving a small amount of the darker grey showing in the deeper recesses.

Paint pure **White (951)** highlights on raised areas. Pale colours lose intensity as they dry, so don't worry if your highlights look a bit garish at first.

Pale colours such as white can be a challenge to paint neatly, but with a little extra effort and patience, you will be rewarded with bright, eye-catching figures.

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



'The Oder is the main battle line. Not one step back.'
— *Generaloberst Gotthard Heinrici,*
Army Group Vistula

January 1945: In the west, the German Ardennes offensive failed to achieve its goal of forcing the Allies to the negotiating table. In the east, the Germans traded ground for time, falling back into western Poland and east Prussia and establishing Festerplatz, or fortress cities. Despite the setbacks, Germany itself was still in German hands and the Allied advances had all been stopped. An eerie calm settled in for the first few weeks of the new year as both sides prepared for the next storm.

For the Soviet soldiers, they are about to launch the attack they have been waiting for: Germany. Revenge is within grasp as each rifleman, tankerman, artilleryman, and airman prepare their war machines for their greatest battle yet.

Every German soldier remains steadfast, despite being forced back. The fight is now to protect Germany from the Red Army and its terrible vengeance. They will make sure that the enemy pays for every step west in blood.

Two great forces are now poised on the brink of the battle for eastern Germany. They have suffered much in the past years of war, but both are resolute and determined that final victory is achievable.

INSIDE YOU WILL FIND:

- The history of the desperate battles on the Eastern Front between the Vistula and Oder Rivers.
- History of the Soviet Red Army offensives in early 1945 to the gates of Berlin.
- The option to field fresh Soviet reinforcements, including Tankovy, Motostrelkovy, and Sredniy Samokhodno-artilyeriyskiy (Medium Assault-gun Regiment) forces.
- The option to field the experienced soldiers of Hero Tankovy, Hero Motostrelkovy, and Hero Sredniy Samokhodno-artilyeriyskiy (Medium Assault-gun Regiment) forces.
- History of Operation Solstice and Germany's 1945 armoured offensives.
- The option to field a German *Panzer Kampfgruppe*, a *Panzergrenadier Kampfgruppe*, the training tanks of a *Panzer Ausbildungs Verband*, and the heavy tanks of *Panzer Ausbildungs Abteilung 500*.
- Stuka pilot Oberst Hans Ulrich-Rudel, the most decorated German soldier of the war, with at least 2000 targets destroyed to his credit!
- Inspirational painting guides and colour photos.

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Flames Of War website and discussion forum:
<http://www.FlamesOfWar.com>

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160MM ОБР 1943 HEAVY MORTAR

The 160mm Mortar Battalion was a new platoon and gun we added to the Berlin book. In retrospect, we have decided add it as an additional platoon you can take with your Soviet Forces in Desperate Measures. In this digital version we have already added the options to the company diagrams and have placed the platoons at the end of this file for easy access, and not to mess with the page numbering.

160MM MORTAR BATTALION

COMPANY

HQ Section with:

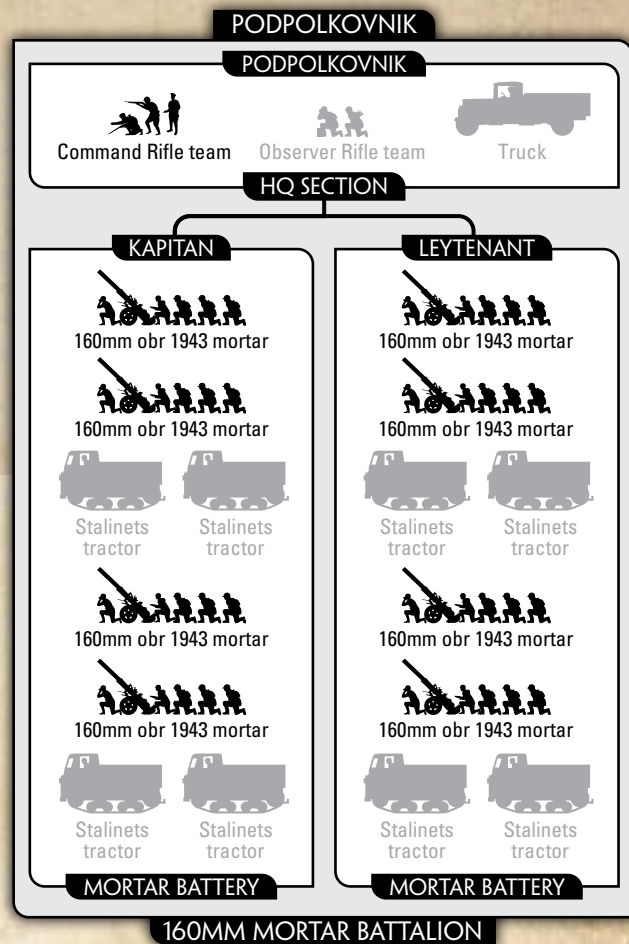
8 160mm obr 1943	 220 points	 195 points
6 160mm obr 1943	180 points	160 points
4 160mm obr 1943	130 points	115 points
2 160mm obr 1943	65 points	55 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add a truck and Stalinets tractors for +5 points per Mortar Battery.

The Red Army's new 160mm obr 1943 heavy mortar equips the artillery's heavy mortar brigades. The 160mm mortar was originally designed by scaling up the 120-PM-38 heavy mortar, but it soon became obvious that drop loading a 40kg mortar bomb would be difficult due the bomb weight and the length the firing tube. To overcome this problem a breach loading mechanism was adapted to the weapon. The whole mortar weighs in at a hefty 1170kg, but to make it easy to adjust for firing and to move over short distances it is fitted with wheels.



The key advantages of the 160mm obr 1943 (also known as the MT-13) is its ability to deliver a hefty payload up to 5000 metres and to fire 10 rounds per minute. It was also less costly and resource intensive to manufacture than similar calibre guns and howitzers.



HERO 160MM MORTAR BATTALION

COMPANY

HQ Section with:

		
8 160mm obr 1943	250 points	220 points
6 160mm obr 1943	205 points	180 points
4 160mm obr 1943	145 points	130 points
2 160mm obr 1943	75 points	70 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add a truck and Stalinets tractors for +5 points per Mortar Battery.

The Red Army's new 160mm obr 1943 heavy mortar equips the artillery's heavy mortar brigades. The 160mm mortar was originally designed by scaling up the 120-PM-38 heavy mortar, but it soon became obvious that drop loading a 40kg mortar bomb would be difficult due the bomb weight and the length the firing tube. To overcome this problem a breach loading mechanism was adapted to the weapon. The whole mortar weighs in at a hefty 1170kg, but to make it easy to adjust for firing and to move over short distances it is fitted with wheels.

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