

Nachtjäger

THE BATTLE FOR NORTHERN GERMANY
MARCH - MAY 1945



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

WESTERN EUROPE, 1945



WHY COLLECT A FORCE FROM NACHTJÄGER?

By March 1945 the Allies had beaten the Germans back to the Rhine. Their next step was to push over this formidable obstacle. While the Americans had captured the Bridge at Remagen and pushed over the Rhine, the British prepared and launched Operation Plunder, crossing the Rhine in the region of Wesel.

The British fight against desperate German forces, including civilian *Volkssturm*, armoured and training battle groups, and freshly raised Marine-Grenadiers. The race to Berlin is on.

The Germans threw newly formed units into the fray, included in *Nachtjäger* are *2. Marine-Grenadierdivision*, and *Panzerdivision 'Clausewitz'*, the last of its kind formed during the war. To avoid Allied airpower, the Germans conduct armoured counterattacks at night.

German forces are reinforced with railway *FlaK* batteries, *Volkssturm* militia, tank formations, training battle groups, and fanatical troops of the *Waffen-SS*. The Germans fight hard to hold on to every piece of German soil, before withdrawing to their next holding point.

Against this the British push forward with their armoured divisions, leading the way are the new Comet tanks of the 11th Armoured Division, supported by their hard-fighting veteran infantry.

This book will allow you to field the British 11th Armoured Division. They field brand new Comet medium tanks armed with a powerful 77mm gun, the Cromwell and Challenger tanks of the 15th/19th Hussars, and fast moving infantry with armoured personnel carriers or river crossing LVT amphibious personnel carriers.

Against the British troops were the Germans of Busch's Northwest Army Group. Made of the remnants of regular divisions, various *kampfgruppen*, and the newly raised, but determined, *2. Marine-Grenadierdivision* and *Panzerdivision 'Clausewitz'*. These forces contain a variety of Panzers, from StuGs and Panzer IVs to Panthers, Jagdpanthers, and Tigers, as well as powerful ground and railway mounted *FlaK* units. The panzers of 'Clausewitz' would often attack at night, using their infra-red night-fighting equipment to get the drop on the Allies. Field both *Panzerkampfgruppen* of *Panzerdivision 'Clausewitz'* and destroy your enemies under the cover of darkness.

The battlefields of northwest Germany await you!

Nachtjäger

THE BATTLE FOR NORTHERN GERMANY
MARCH - MAY 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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BRITAIN'S FINAL OFFENSIVE IN EUROPE

During the first part of 1945 the British and Canadian forces advanced into Germany from their positions in the Netherlands and Belgium, fighting their way to the Rhine River. The Rhine was the last major obstacle blocking the Western Allied advance into Germany.

First the British had to cross the Rhine. This was organised under two plans, Operation Plunder and Operation Varsity. Operation Plunder called for three crossings of the Rhine using amphibious vehicles and boats. These crossings, at Rees, Wesel, and south of the Lippe River confluence with the Rhine, involved the British 51st (Highland) Division, 15th (Scottish) Division, 1st Commando Brigade, and the US Ninth Army's 30th and 79th Infantry Divisions. Further divisions were earmarked for reinforcement and exploitation operations.

The 51st (Highland) Division was to cross around Rees, with the 3rd Canadian Division and British 3rd Division in support. The crossing to the north of Wesel was handled by the 15th (Scottish) Division with support from the 52nd (Lowland) Division, while the crossings south of Wesel were conducted by the 1st Commando Brigade. Further along, south of the Lippe River, the US Ninth Army's divisions were to cross.

Operation Varsity involved the dropping of the British 6th Airborne Division and US 17th Airborne Division into an area just north of Wesel. Learning from the lessons of Market Garden, the airborne landing zones were only a short distance from where the Rhine River crossings would take place. The British 6th Airborne Division was to capture the villages of Schnappenberg and Hamminkeln, clear part of the Diersfordter Wald (Forest), and secure three bridges over the River Issel. The US 17th Airborne Division was to capture

the village of Diersfordt and clear the rest of the Diersfordter Wald. The two divisions were then to hold until relieved by advancing divisions after they had crossed the Rhine.

Once the airborne landings and Rhine crossings had been completed the British and American forces were then to advance into northern Germany.

OPERATION PLUNDER

Operation Plunder was launched on 23 March 1945, with a massive preliminary bombardment from over 4000 guns and a thunderous bombing raid on the town of Wesel. The Bombing left much of Wesel in ruins and the artillery bombardment pinned down many of the defenders.

The first British unit to cross the Rhine was the 7th Black Watch near Rees at 2100 hours, and they were closely followed by the 7th Argyll and Sutherland Highlanders. Both battalions came from of the 51st (Highland) Division. They crossed over in Buffalo LVT amphibious personnel carriers. On their right flank the 15th Scottish Division began crossing at 0200 hours on 24 March, landing between Rees and Wesel. The 1st Commando Brigade landed, in both Buffalos and assault boats, just to the south of Wesel.

Resistance was relatively light for the crossings, with occasional machine-gun fire and mortar barrages. However, once ashore resistance increased from the defending *Fallschirmjäger* from the 7th and 8th Divisions, remnants of the 84th and 180th Divisions, and local *Volkssturm* and Hitler Youth militia. The open terrain between the villages and river made the advance difficult, and fierce defence by the German airborne troops required reinforcements from the 9th Canadian Infantry Brigade to aid the 51st (Highland) Division.

Eventually, the pressure of the added reinforcements combined with British and US paratroopers, who had begun landing in the late morning, attacking in the rear areas told. A firm bridgehead was established. Bridges were prepared across the Rhine and the Allies were able to begin bringing across their armour and other supporting weapons. By 27 March the bridgehead had been expanded to 56km (35 miles) wide and 32km (20 miles) deep.

ADVANCE FROM THE RHINE

By 28 March the British 7th Armoured Division had advanced as far as Borken, 28km (17 miles) from the Rhine and the US 17th Airborne Divisions had reach Haltern, 39km (24 miles), supported by the British 6th Guards Tank Brigade.

The success of the British Rhine crossings allowed Montgomery's 21st Army Group to push into the plains of Northern Germany. Montgomery's plan was for the First Canadian Army to drive northwest to cut off the remaining German forces in the north of the Netherlands, while the British Second Army was to push on towards Berlin. The US Ninth Army, which was part of the 21st Army Group, was to head southeast to seal off the Ruhr region. Unfortunately, for Montgomery he lost command over the US Ninth Army, which was transferred to the command of Bradley's 12th Army Group. Part of the same change was that the US 12th Army Group, rather than the 21st Army Group, would be tasked with the advance on the Elbe River, and rather than Berlin, which would be left to the Soviets, the target became the industrial area around Leipzig and Dresden. The 21st Army Group had been demoted to a secondary flank protection role.

However, the advance continued. The British Second Army, part of the 21st Army Group, pushed northward to the Ems River. The goal was now to beat the Soviets to Schleswig-

Holstein and the Danish border to stop the possibility of them occupying Denmark. Despite the superiority of the Second Army over the German forces, after six years of war the British were conscious of not taking too many casualties with the end in sight.

The Second Army advanced on a three corps front, with 30 Corps on the left, 12 Corps in the centre, and 8 Corps on the right. The advance on the left was slowed by German *Armeegruppe* Student, which despite limited resources fought hard to delay 30 Corps. 8 Corps advanced into the vacuum left by of the collapse of German 86. *Armeekorps* in their sector and quickly moved on Osnabrück. By 31 March bridgeheads had been pushed over the Dortmund-Ems Canal and the Ems River, with the 11th Armoured Division leading the way. In the centre 12 Corps' advance was led by the 'Desert Rats' (7th Armoured Division). They reached the Ems River by the start of April, but were then delayed while they cleared the town of Rheine.

As the Second Army continued its advance, the 11th Armoured Division met strong resistance at Ibbenbüren in the Teutener Wald. They were soon followed by the 7th Armoured Division, who were diverted from Rheine to cross the Ems further south where the 11th Armoured Division crossed earlier. They relieved the 11th Armoured Division at Ibbenbüren and allowed them to continue eastwards. Once Ibbenbüren was cleared by the 53rd (Welsh) Division on 6 April, 8 Corps was able push on to Neinburg.

On 5 April the British Second Army was ordered to secure the line of the Weser River and capture Bremen. Once the divisions of the three corps had advanced to the Weser River, they began to make preparations to force crossings, take Bremen, and continue their advance into the heart of Germany. Along the Weser and Aller Rivers they would face the troops of the German 2. *Marine-Infanteriedivision*.





COMETS ACROSS GERMANY

BRITAIN'S FINEST CRUISER TANK

Between the world wars, British tank doctrine was divided into two distinct roles: infantry tanks, those meant to help the infantry breakthrough enemy lines, and cruiser tanks that were designed to exploit gaps and cut deep into enemy territory. While the infantry tanks (or I-Tanks) were heavily armoured and slow, the cruisers relied on speed to protect them from enemy fire.

Cruisers were tested in combat from the very beginning of the war, with A9 Cruiser Mk I and A10 Cruiser Mk II tanks in France, 1940. Shortcomings of these tanks were incorporated in the next generations of cruiser, such as the A13 Cruiser Mk IV and the Cruiser Mk VI 'Crusader'. The Crusader tank achieved great fame in North Africa and underscored the value of having a light tank for exploiting and charging into enemy territory.

However successful it was, the cruiser tank's weaponry was still unable to tackle infantry and anti-tank guns due to a lack of high-explosive (HE) ammunition. In 1942, a new cruiser tank design emerged which would eventually become the A27 Cruiser Mk VIII 'Cromwell'. This tank introduced a 75mm gun with HE capable of dealing with soft targets, thereby removing a vital weakness from the cruiser tank. The Cromwell entered battle in Normandy and was applauded for its powerful engine, which came in useful during the race across France and Belgium in 1944.

One final problem with the cruiser tank remained to be solved: German armour protection. The enemy's tanks, such as the Panther, were so well protected that they could not be knocked out from the front. It was believed that the speed of the cruiser would overcome this, but experience in Normandy and Holland proved otherwise. Stoppages were designed, such as the 17 pdr-armed A30 Challenger and Firefly, but this once again brought back the problem of having no HE ammunition, so they were usually paired with Cromwells to restore the balance.

In early 1944 the solution came together with the new A34 Cruiser 'Comet' tank design. This design fixed some of the problems reported by Cromwell crews, such as fixing track links, additional armour protection around the turret, and a heavier gun, while retaining the Cromwell's speed, low-profile, and high-explosive ammunition.

THE 77MM HIGH VELOCITY GUN

The major advancement that the Comet offered was its powerful 77mm gun. The gun used the same calibre projectile as the traditional 17 pdr gun, but a smaller casing was used to make it usable inside the Comet's turret. The result was a round slightly less powerful than the 17 pdr, but still quite deadly to all but the heaviest German tanks. There was also HE ammunition available, finally giving the cruisers the capability of tackling all enemy targets.





COMET

Top Armour
1

Protected ammo,
Tow hook.



Side Armour
4

Movement
Light Tank

Front Armour
7

Weapon	Range	ROF	AT	FP	Notes
OQF 77mm gun	32"/80cm	2	14	3+	Semi-indirect fire.

ENTERING COMBAT

The Comet was the pinnacle of several years of cruiser development and was ready for combat in December 1944. The first batch was sent to Belgium to be distributed to the 11th Armoured Division, however the tankers were rushed to the front to deal with the German Ardennes offensive in Belgium. Once that was accomplished the crews finally got to jump into their new tanks.

The Comets went into combat for the first time during Operation Plunder, the 1945 British crossing of the Rhine, as a follow-up and breakthrough force. Once the gap was made by the infantry the Comets raced from river to river in Northern Germany, finally reaching the German autobahn in May. When the Comets hit the famous German motorway, they screamed across the countryside at full speed, stowage flying off the back decks and riflemen passengers clinging on for dear life. The division arrived at the Baltic in early May 1945, with nothing but the highest praise for the Britain's finest battle tank.

ROLLS-ROYCE METEOR ENGINE

The Comet featured the same Rolls-Royce Meteor Engine Mk III V12 petrol engine that powered the Cromwell. Due to maintenance fears, the 600hp engine was governed down to 32mph (51km/h). However crews must have disabled the governors as speeds across the German autobahn far exceeded this during the race to the Baltic Sea in May 1945.

The Comet went on to serve the British Army in Korea, paired with the new Centurion tank. The Comet soldiered on in British service until 1958.





TO THE ELBE

THE 11TH ARMoured DIVISION IN GERMANY

The 11th Armoured Division was formed in 1941. By 1944, the division was ready for combat and placed under the command of the legendary desert tanker 'Pip' Roberts. The division was made up of the 29th Armoured Brigade, the 159th Infantry Brigade, and divisional support units.

THE BRIGADES

The 29th Armoured Brigade has three tank formations, the 23rd Hussars, the 3rd Royal Tank Regiment (3RTR), and the 2nd Fife & Fofar Yeomanry (2FF). The brigade also had a motorised battalion of infantry, the 8th Battalion, The Rifle Brigade (8RB).

The 159th Infantry Brigade consisted of three battalions, the 4th Battalion, King's Shropshire Light Infantry (4KSLI), the 3rd Battalion, Monmouthshire Regiment (the Mons), and the 1st Battalion, Herefordshire Regiment (the Herefords). The brigade was backed by the machine-gunners of the 2nd MG Company, Northumberland Fusiliers.

FRANCE AND THE LOW COUNTRIES

During the Normandy campaign in 1944, the 11th Armoured participated in three major offensive operations. Despite some early problems, the division gave a good account of themselves and took part in the 'Great Swan', the swift advance across France and Belgium.

In September 1944, during the ill-fated Operation Market Garden, the division charged north protecting the flank of 30 Corps and facing fierce German resistance along what would be known as Hell's Highway. The division adopted the tactics pioneered in Normandy of pairing an armoured battalion with an infantry one. The two would fight as one tactical unit, covering each other along the long advance.

WINTER 1944

After Market Garden, the Allies focused on widening the corridor they had opened. The division spent a further two long months securing the front along the Maas River. While the 159th Infantry Brigade defended against a series of determined German counterattacks, the 29th Armoured Brigade withdrew to rearm with the new Comet tank. However, this process was interrupted by the German attack on the Ardennes Forest in December 1944. The 29th Armoured Brigade remounted their barely serviceable Shermans and dutifully charged back into battle against the German 2. Panzerdivision, halting them at the River Meuse.



SPRING 1945

Once the German threat in the Ardennes was eliminated, the 29th Armoured Brigade returned to reserves to receive their new Comet tanks. The new tank was an instant success with the men. Tired of the old Sherman tank, the crews were happy with the improved speed, heavier armour protection, and the powerful 77mm gun (a cut-down 17 pdr gun). Rather than rely on the platoon's one or two Firefly tanks to support the others with 17pdr fire, the whole platoon was now equipped with a gun capable of knocking out a Panther from the front.

While the tankers familiarised themselves with these awesome new tanks, the infantry of the 159th and the tanks of the 15th/19th Hussars continued to fight, supporting the Allied attacks through the Reichswald. By March, the division completed their transition to Comets and the unit's two halves were brought back together.

OPERATION PLUNDER

On 24 March 1945, Field Marshal Bernard Montgomery launched Operation Plunder, a combined airborne and land operation to secure a crossing over the Rhine. Two infantry divisions, two airborne divisions, and a commando brigade secured the opposite bank and the 11th Armoured followed close behind. The infantry of the 159th Infantry Brigade once again paired up with the tanks and off they rode into battle.

THE WESER

The division's first objective was to reach the Weser River. The 23rd Hussars and 8th Battalion, The Rifle Brigade were paired up as a battlegroup and fought through German ambushes with irritating regularity. A friendly rivalry with the 2nd Fife & Forfar/4KSLI battlegroup spurred them on to Stolzenau, allowing the Hussars and Riflemen to win the race by five minutes. However, the division came to a standstill on the Weser as a determined German defence held them at bay. Even the *Luftwaffe* made an appearance, bombing and strafing the division.

With the help of the 1st Commando Brigade, the 11th Armoured finally got across the Weser and carried on to the next river, the Aller. Along the way, the division was subjected to endless 'bazooka' ambushes and fierce battles with *SS-Hitlerjugend* troops and *Kriegsmarine* (navy) soldiers. They were also subjected to fire from *Luftwaffe* heavy anti-aircraft weapons, ranging from 8.8cm to 10.5cm guns. The advance was frustratingly slow, when all the tankers wanted to do was open the throttle on their new Comets!

THE ALLER

By mid-April, the division reached the Aller River and once again encountered stiff German resistance. The 1st Commando Brigade launched an amphibious assault with the Comets providing long-range fire behind them. The 4KSLI then followed up with 3rd Royal Tank Regiment close behind.

They quickly ran into a pair of German Tiger heavy tanks that ambushed and destroyed a couple of Comets. The Comets tried to flank the Tigers. Mud and difficult terrain made the job tough, but finally one managed to get in around a Tiger's flank and knock it out. The other Tiger retreated and the division was back on track. Finally across the Aller, the division now set its sights on the city of Lübeck, near the Baltic Sea and the Elbe River.

HIGHWAY TO VICTORY

At the start of May, the 2FF/Hereford battlegroup reached the German *Autobahn* (motorway) to Lübeck and they renewed their race with the Hussars/8RB battlegroup. The Comet crews finally had the chance to open up their throttles to full. The infantry riders held on tight, as the Comets screamed along the road, loose stowage flying off and crashing into the follow-up traffic. The race to Lübeck was on, and this time it was the 2FF/Herfords who won.

The division then secured the area south of the Danish border and met the Soviet spearheads east of the Elbe. On 5 May, the surrender of all German forces was accepted and the 11th celebrated a well-earned VE (Victory in Europe) day along the Baltic and North Sea coastlines.

11TH ARMOURD DIVISION SPECIAL RULES

An Armoured Squadron (page 8) and B Squadron, 15th/19th Hussars (page 10) use all of the British special rules found on pages 246-248 of the rulebook. They also use the following special rules below.

PLATOON, DEBUS!

Always paired with an armoured or armoured recce regiment, the infantry battalions of 159 Infantry Brigade are adept at flushing out *Panzerfaust*-armed German soldiers so the tanks can push on toward their objectives.

Teams from Lorried Rifle Platoons have a 3+ Save while Mounted on a Tank team as Passengers instead of the normal 5+ Save (see page 101 of the rulebook).

DUCKBILLS

Duckbill track extensions were developed to provide extra flotation for tracked vehicles in muddy conditions. These could be quickly installed when needed.

At the start of the game a player may elect to fit all of their M10C 17pdr SP, Sherman ARV, or Sexton tanks with Duckbills.

This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.



ARMoured SQUADRON

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Armoured Squadron HQ

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

COMBAT PLATOONS

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recce Patrol

15th/19th Hussars
Recce Patrol

BRIGADE SUPPORT PLATOONS

INFANTRY



Motor Platoon

Lorried Rifle Platoon

Commando Platoon

INFANTRY



Motor Platoon

Lorried Rifle Platoon

Commando Platoon

SUPPORT PLATOONS

ARMOUR



Anti-tank Platoon
(SP), Royal Artillery

Challenger Platoon

RECONNAISSANCE



Armoured Car Platoon

Scout Platoon

SAS Troop

ANTI-AIRCRAFT



Light Anti-aircraft Platoon
(SP), Royal Artillery

ARTILLERY



Field Battery, Royal
Artillery

Field Battery (SP),
Royal Horse Artillery

ARTILLERY



Field Battery, Royal
Artillery

Field Battery (SP),
Royal Horse Artillery

Medium Battery, Royal
Artillery

AIRCRAFT



Air Support

AOP



Air Observation Post



MOTIVATION AND SKILL

The 11th Armoured Division is considered to be one of the finest fighting formations in Northwest Europe. Led by legendary leaders, such as 'Pip' Roberts, the division is highly motivated and skilled.

An Armoured Squadron is rated **Confident Veteran**.



11TH ARMoured DIVISION

- | | |
|-----------|-----------|
| RELUCTANT | CONSCRIPT |
| CONFIDENT | TRAINED |
| FEARLESS | VETERAN |

HEADQUARTERS

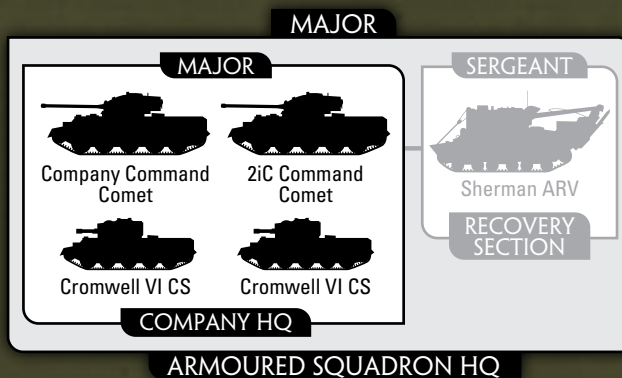
ARMoured SQUADRON HQ

HEADQUARTERS

2 Comet and 2 Cromwell VI CS	435 points
2 Comet and 1 Cromwell VI CS	365 points
1 Comet and 1 Cromwell VI CS	220 points
2 Comet	290 points
1 Comet	145 points

OPTION

- Add Sherman ARV recovery vehicle for +10 points.



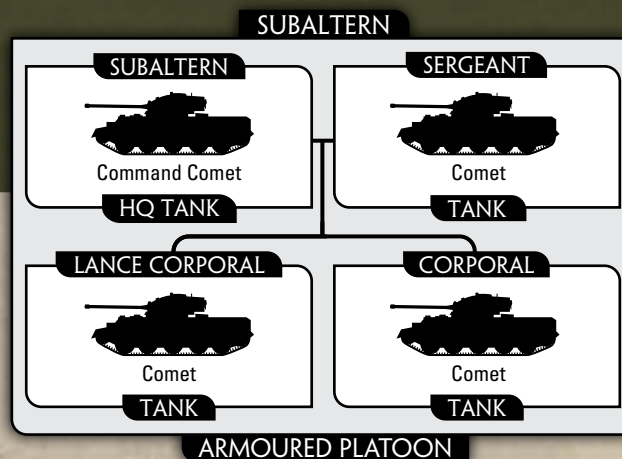
COMBAT PLATOONS

ARMoured PLATOON

PLATOON

4 Comet	580 points
3 Comet	435 points

The 11th Armoured made the fastest and deepest penetration of German lines after the Normandy breakout. These men are eager to take the fight into the Germany, and with their new Comet tanks, they finally have the perfect tools to do it. The Comet is the finest British tank of the war. It is faster across country and better armoured than any Allied medium tank, and its new 77mm gun packs as much of a punch as a Panther's gun, while still firing a good HE round as well.



WEAPONS PLATOONS

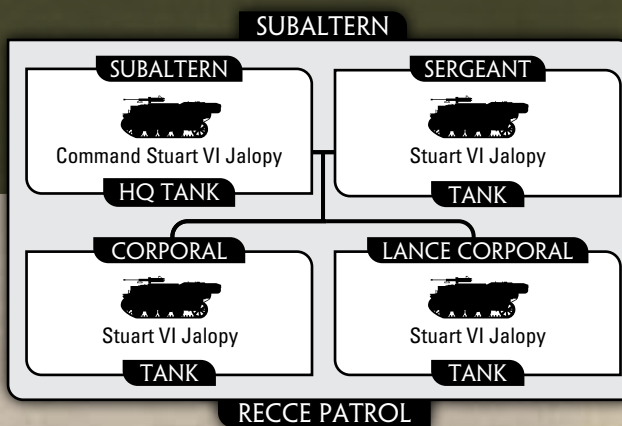
RECCE PATROL

PLATOON

4 Stuart VI Jalopy	185 points
3 Stuart VI Jalopy	140 points

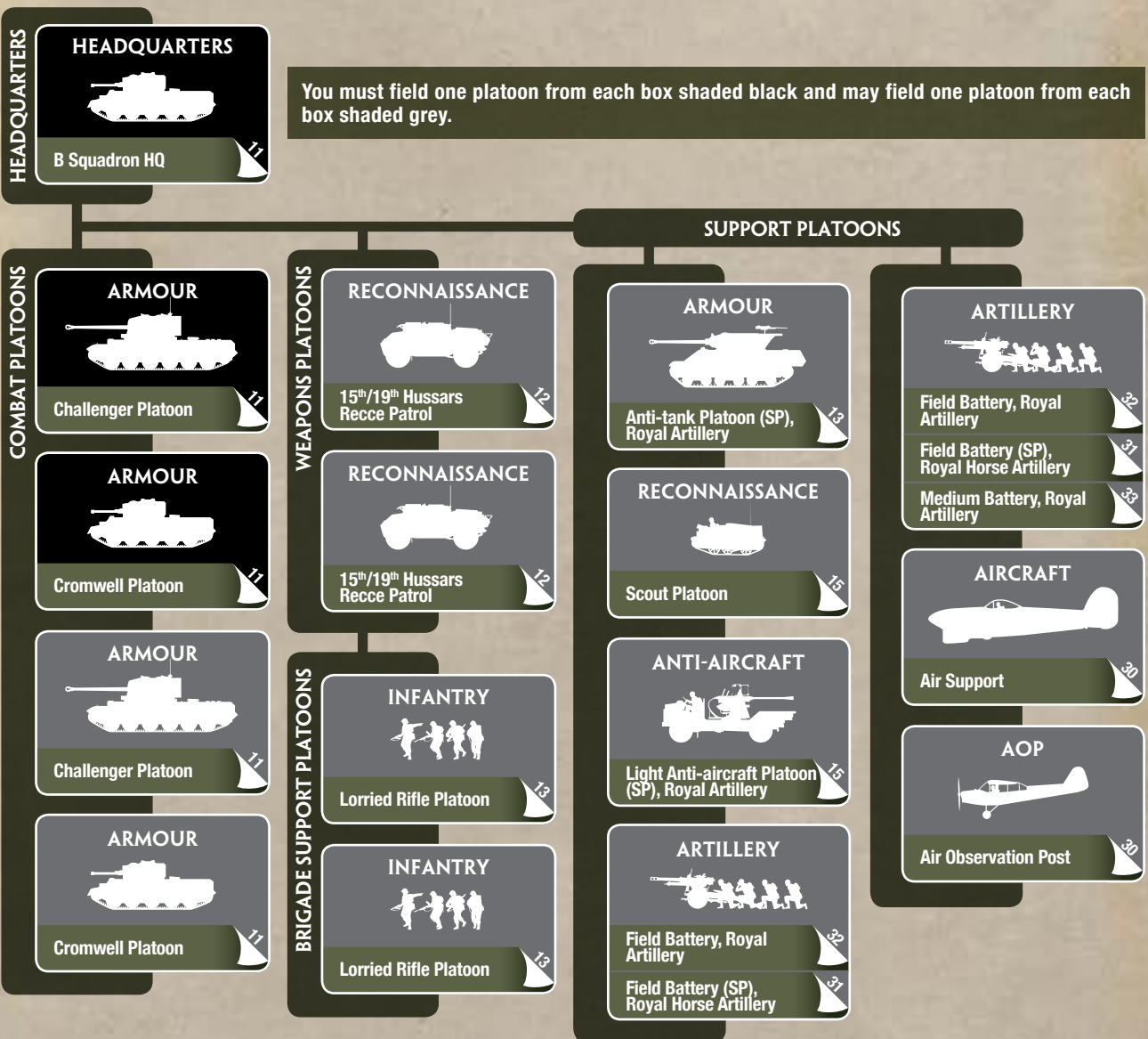
Recce Patrols are Reconnaissance Platoons

The recce patrols have converted their Stuart light tanks to open topped Stuart Jalopys. These are very light and able to cross soft ground, while still having the speed to excel in the reconnaissance role. Their .5" machine-guns are ample to deal with German recon units.



B SQUADRON, 15TH/19TH HUSSARS

TANK COMPANY



THE 15TH/19TH HUSSARS

The 15th/19th Hussars was the 11th Armoured Division's armoured reconnaissance regiment. Armed with Cromwell and Challenger tanks, the unit joined the division just prior to Operation Market Garden. As the 15th/19th Hussars were not part of the 29th Armoured Brigade, they supported the 159th Infantry Brigade through the battles of the Reichwald. As such, they were the last unit to be equipped with Comets, and even then there were not enough to go around. A and C Squadrons were equipped with Comets, while B Squadron had to make due with the older tanks.

B Squadron was given all of the regiment's operable Challengers and then filled their ranks with the Cromwells in the best condition. The tanks were grouped into troops armed with the same type of tank. This allowed them to detach their Challengers and send them out to support the Comets and infantry of the division as needed.



MOTIVATION AND SKILL

As a part of the B Squadron, 15th/19th Hussars, the men have been fighting alongside the 11th Armoured Division since September 1944. B Squadron has the distinction of being the only unit in the division not to receive Comets, having to make do with older Cromwells and Challengers. However, the squadron has adapted and turned this to their advantage.

*B Squadron, 15th/19th Hussars is rated **Confident Veteran**.*



11TH ARMOURD
DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

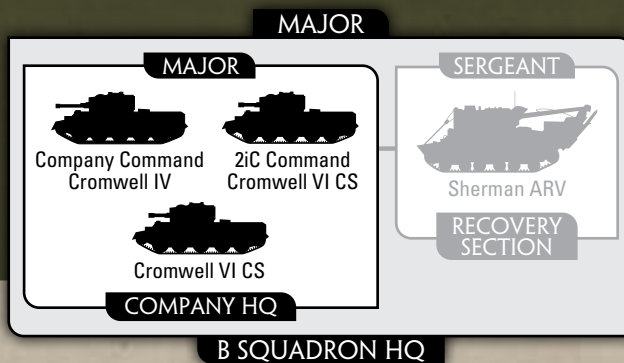
B SQUADRON HQ

HEADQUARTERS

1 Cromwell IV and 2 Cromwell VI CS	245 points
1 Cromwell IV and 1 Cromwell VI CS	170 points

OPTION

- Add Sherman ARV recovery vehicle for +10 points.



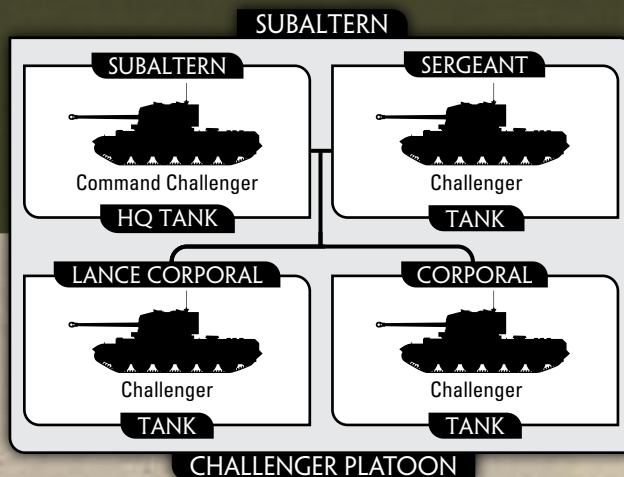
COMBAT PLATOONS

CHALLENGER PLATOON

PLATOON

4 Challenger	570 points
3 Challenger	430 points
2 Challenger	285 points

The A30 Challenger is the counterpart to the armoured platoons' Sherman Firefly. It carried a 17 pdr anti-tank gun in a purpose built turret, mounted on a modified Cromwell tank chassis. The turret is rather bulky and lightly armoured, but the extra room greatly improves gunnery. Its powerful engine ensures that it can easily keep up with the fast moving armoured recce units.

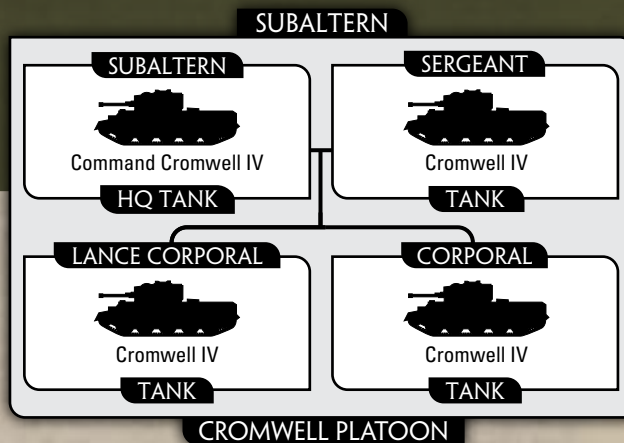


CROMWELL PLATOON

PLATOON

4 Cromwell IV	380 points
3 Cromwell IV	285 points

Armoured recce squadrons have been equipped with Cromwell tanks since Normandy. The Cromwell was a late development of the British Cruiser tank series. Though now outclassed by the Comet, it remains an excellent tank. It has a low silhouette, all-purpose gun, reasonable armour, and the powerful Meteor engine – based on the Rolls Royce Merlin aircraft engine. On road, the Cromwell is faster even than the Comet. The Cromwells are also reliable and their crews love them.





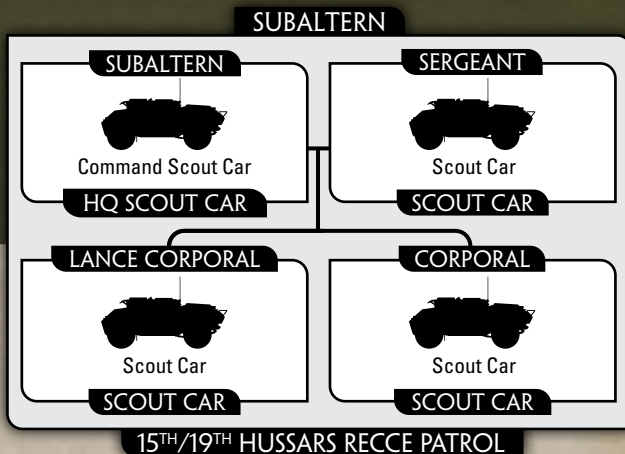
WEAPONS PLATOONS

15TH/19TH HUSSARS RECCE PATROL PLATOON

4 Humber Scout cars or Daimler Dingo	120 points
3 Humber Scout cars or Daimler Dingo	90 points

15th/19th Hussars Recce Patrols are Reconnaissance Platoons.

Unusually, the 11th Armoured Division's armoured recce regiment, the 15th/19th Hussars, was equipped with a mix of Daimler and Humber scout cars, rather than Stuart light tanks, to scout ahead of the armoured column. Once on the German *autobahn*, they are very fast.



BRIGADE SUPPORT PLATOONS

MOTOR PLATOON

PLATOON

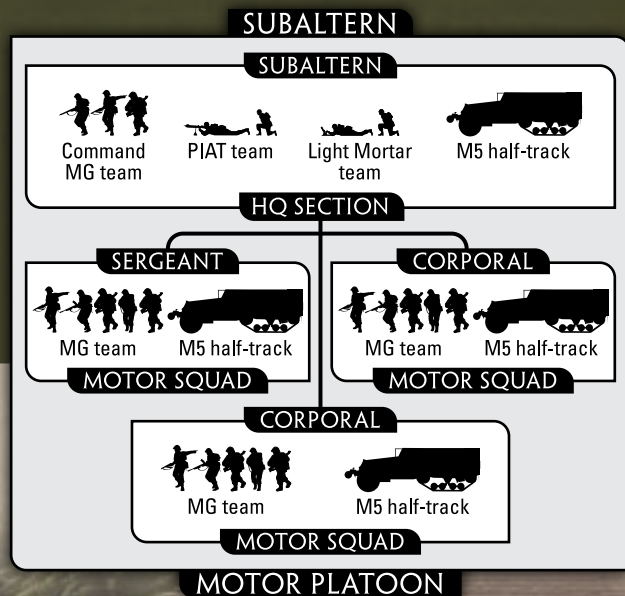
HQ Section with:

3 Motor Squads	140 points
2 Motor Squads	115 points

OPTION

- Arm any or all M5 half-tracks with a passenger-fired .50 cal AA MG for +5 points per half-track.

The infantry component of the 29th Armoured Brigade was the 8th Battalion, The Rifle Brigade. These loyal troops are mounted in speedy, reliable US-supplied M5 half-tracks, to keep up with the fast moving Comets. The platoons are small, but well equipped to fight armour or infantry.





LORRIED RIFLE PLATOON

PLATOON

HQ Section with:

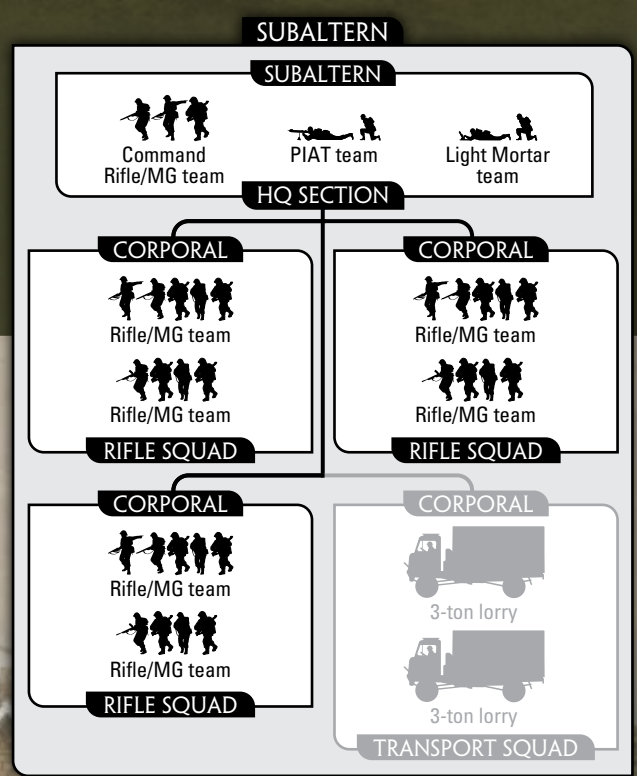
3 Rifle Squads	180 points
2 Rifle Squads	140 points

OPTION

- Add a Transport Squad for +5 points.

The 159th Infantry Brigade is paired up with the 29th Armoured Brigade to offer strong infantry support. Its battalions are paired up with an armoured battalion and sent into battle to help keep the enemy's panzerfausts at bay.

Two companies would ride atop the leading tanks, while the third company followed up in lorries to reinforce the line or clear tough enemy stongpoints.



LORRIED RIFLE PLATOON



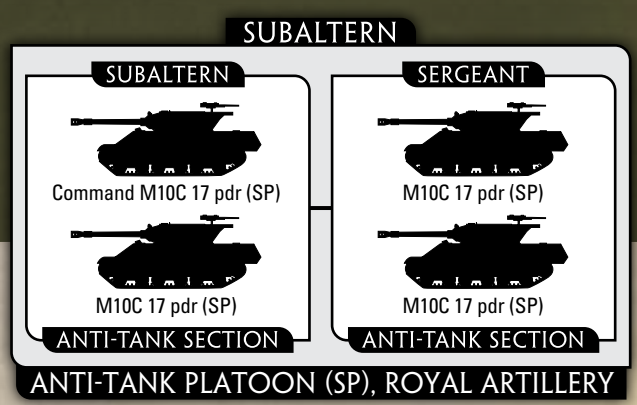
SUPPORT PLATOONS

ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

PLATOON

4 M10C 17 pdr SP	370 points
2 M10C 17 pdr SP	185 points

The towed 17 pdr anti-tank gun has been retired from front line use due to its bulky size. The crews have been reassigned to rear-security, however, the self-propelled M10C 17 pdr tank destroyers have been retained to offer immediate heavy anti-tank support when needed.



ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

ARMoured CAR PLATOON

PLATOON

Armoured Car Patrol with:

2 Scout Car Patrols	235 points
1 Scout Car Patrol	175 points
No Scout Car Patrols	115 points

OPTIONS

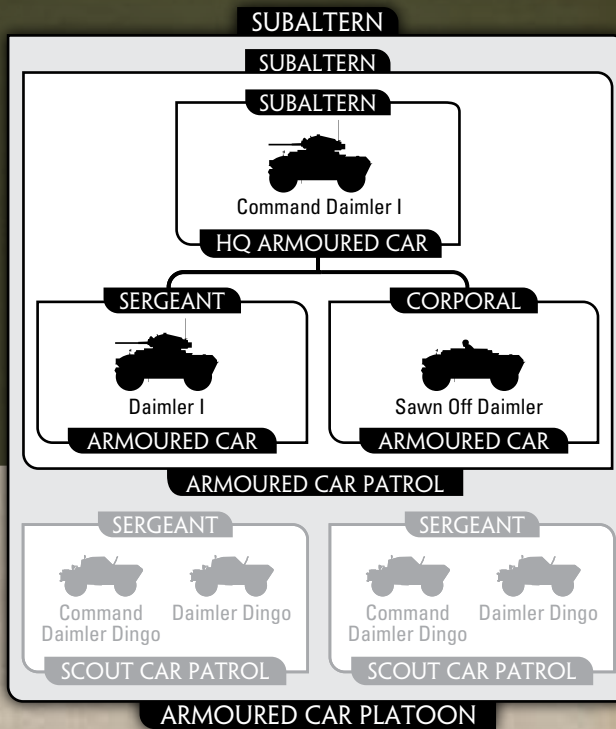
- Fit Littlejohn adaptor to one Daimler I armoured car at no cost.
- Arm Sawn Off Daimler with a PIAT anti-tank projector for +5 points.

Armoured Car and Scout Car Patrols operate as separate platoons, each with their own command team.

Armoured Car and Scout Patrols are Reconnaissance Platoons.

Originally raised from a cadre of English and Welsh barristers, the Inns of Court are known as one of the finest reconnaissance units at the Allies' disposal, with an uncanny ability to locate safe routes of passage.

When they encountered superior German forces they always got themselves out of danger. We jest that their extraordinary skills in reconnaissance and subterfuge must certainly stem from a pact with the Devil himself!



Devil's Own: Vehicles from an Armoured Car Platoon may re-roll failed Skill Tests to Disengage (see page 194 of the rulebook).

SAS TROOP

PLATOON

3 SAS Sections	225 points
2 SAS Sections	150 points
1 SAS Section	75 points

OPTIONS

- Replace all SAS Jeeps in the SAS Troop with Armoured SAS Jeeps for +15 points per jeep.
- Arm any or all jeeps with an AA MG for +5 points per jeep.
- Replace up to one Twin MG on a jeep in each SAS Section with a hull-mounted .50 cal MG for +5 points per jeep.

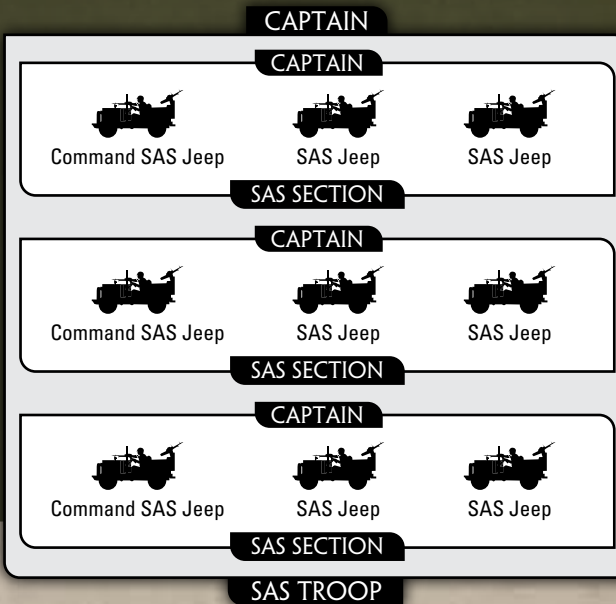
SAS Sections operate as separate platoons, each with their own command team.

SAS Sections are Reconnaissance Platoons.

*An SAS Troop is rated **Fearless Veteran**.*

FEARLESS VETERAN

Part of the invasion of Germany included Operation Archway, the largest and most bold Special Air Service (SAS)



Unconventional: SAS Sections use the German Mission Tactics special rule on page 242 of the rulebook.

operation to date, involving two full squadrons with a total of 75 jeeps (some armoured) between them.

After crossing the Rhine in LVTs, they raced ahead to support the paratroopers of Operation Varsity, then came under the command of the Inns of Court Regiment and served as the eyes and ears of the 11th Armoured Division in Germany.



SCOUT PLATOON

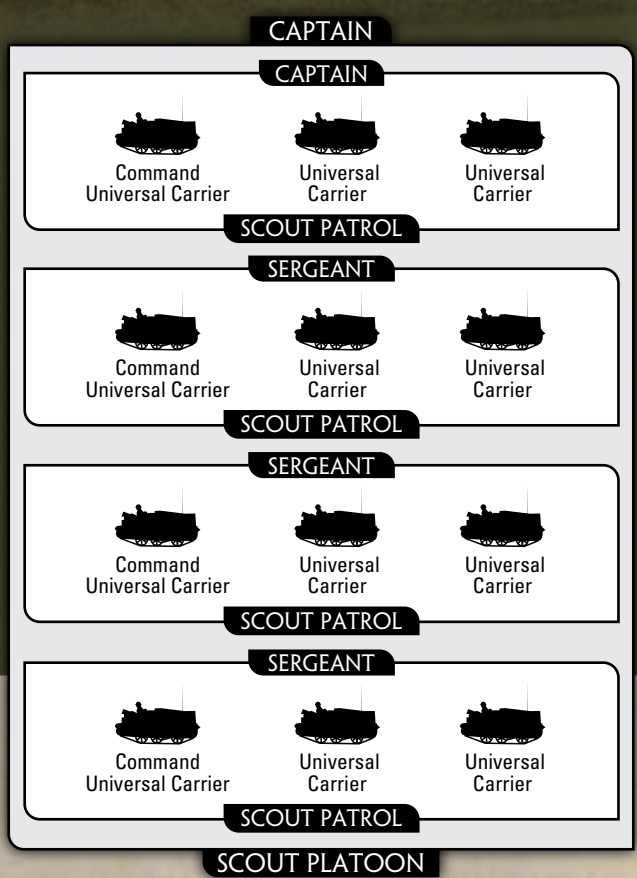
PLATOON	
4 Scout Patrols	345 points
3 Scout Patrols	260 points
2 Scout Patrols	175 points
1 Scout Patrol	90 points

- OPTIONS**
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
 - Replace up to one extra hull-mounted MG with a hull-mounted .50 cal MG per Scout Patrol for +5 points per carrier.
 - Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Scout Patrol at no cost.
 - Replace all Universal Carriers in up to two Scout Patrols with Wasp flame-thrower carriers for +25 points per patrol.

Scout Patrols are Reconnaissance Platoons.

Scout Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.

The scout platoons of the motor and lorried battalions are mounted in fast, lightly armoured universal carriers. They are ideal companions for the armoured and infantry battalions, able to keep up with the Comets, Cromwells, and mechanised infantry on road or across country. Their small size and low silhouette makes them hard to spot and perfect for reconnaissance duties.



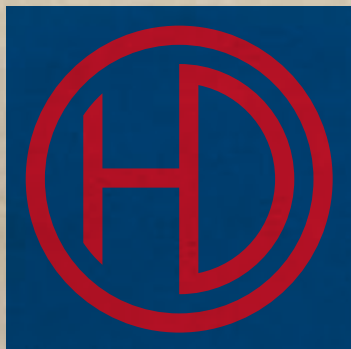
Scout Patrols operate as separate platoons, each with their own command team.

LIGHT ANTI-AIRCRAFT PLATOON (SP), ROYAL ARTILLERY

PLATOON	
6 Bofors 40mm SP	250 points
4 Bofors 40mm SP	170 points
2 Bofors 40mm SP	85 points

The Royal Artillery continues to supply expertly trained gunners to the ranks of the supporting anti-aircraft units that accompany the tanks forward. Their 40mm Bofors guns are formidable against the few still flying *Luftwaffe* planes. When the *Luftwaffe* is absent, the Bofors is a deadly weapon against dug in Germans.





OPERATION TURNSCREW

51ST (HIGHLAND) DIVISION CROSSES THE RHINE

Over hundreds of years of British military history the Scottish regiments have developed a reputation for gallantry that was the envy of most regular army units. During the Second World War many of these famous regiments were organised into divisions which carried on this proud legacy. One of the most famous, the 51st (Highland) Division, was formed in 1908 and fought during the First World War before being reactivated in 1939.

Comprising of a mix of regular and territorial soldiers, the division was part of the British Expeditionary Force sent to France in 1940. However, when the tide turned against the Allies, two of the division's brigades were forced to surrender. The division was reformed and fought in North Africa and Sicily before returning to England for the invasion of France.

BATTLES OF 1944

The 51st (Highland) Division landed behind the assault divisions as part of 1 Corps between 6 and 10 June. They were hard pressed during the Normandy battles where they suffered several setbacks, which seriously impacted morale. During the break out from Normandy, the Highlanders fought with vigour to restore their dented reputation.

After Normandy, the 51st (Highland) Division took part in the battles for Holland in October 1944. In December following the German Ardennes offensive, the division took part in the Allied counterattack to restore the front line.

OPERATION VERITABLE

With the German winter offensive over, the Highlanders took part in Operation Veritable. Their goal was clearing of the Germans from the high ground between the Maas and the Rhine Rivers. As part of the British offensive, they overcame three lines of German defences including anti-tank ditches, fortified villages, and trenches. General Brian Horrocks, the commander of 30 Corps, stated that the division had never fought better than during this advance into Germany.

The 51st Highland Division was then given the chance to rest and refit. During this time the Northants Yeomanry were sent for retraining with LVT-4 Buffalo amphibious transports in preparation for the assault crossing of the Rhine River, code-named Operation Plunder.

OPERATION PLUNDER

In early March 1945, the division was briefed on its role for Operation Plunder. The plan for the 51st, known as Operation TurnscREW, was prepared in great detail. The crossing would be supported by an airborne drop, code-named Operation Varsity. Under the control of the British Second Army, the 51st would assault across the Rhine at Rees. The 51st led the way with its 154th Infantry Brigade on the left and the 153rd Infantry Brigade on the right.

On 23 March, at 1700 hrs, a substantial preliminary bombardment saturated the east bank of the Rhine. Artillery fire from more than 4000 guns was augmented with rockets and a thick smoke screen.

The infantry of the initial assault group boarded their Buffalo transports at 1900 hrs and began their crossing at 2100 hrs. Despite some sporadic resistance, the German defenders had been taken by surprise and the Highlanders crossed safely. During the night's fighting, some companies experienced stiff resistance, while others progressed well.

REES

As the lead battalions of 154th Infantry Brigade secured their initial objectives, the 153rd Infantry Brigade formed a bridgehead on either side of Rees, but some elements were pinned down on an island in the Rhine. Initially opposed by two battalions from 8. *Fallschirmjagerdivision*, the fight for Rees was fierce. The majority of opposition came from shellfire and emplaced machine-guns, but snipers also held up the advance.

Panzergrenadier-Regiment 115 of 15. *Panzergrenadierdivision* was moved in to counter attack and was soon joined by *Panzergrenadier-Regiment 104*. These reinforcements threatened to tip the balance against the 51st (Highland) Division. 116. *Panzerdivision* was also attempting to move south to engage the bridgehead. During 24 March, the Highlanders threw back repeated German counter attacks. The division was fast losing manpower, so a final push was made to capture Rees and the line of fortified villages to the north. With both brigades heavily engaged, the 9th Canadian Infantry Brigade was committed to support the 154th Infantry Brigade, while the 153rd completed the capture of Rees at 1500 hrs on the afternoon of 24 March.



MITTELBURG AND GROIN

The 152nd Infantry Brigade was initially successful in passing through 153rd Brigade before advancing on Mittelburg and Groin but they found Groin to be very heavily defended and did not assault until the night of 24 March. Machine-gun fire was intense and there was also accurate artillery fire falling on the advance. The British preliminary bombardment had churned up the road and it was also blocked with fallen trees. Luckily the Highlanders were able to call on the support of Sherman DD amphibious tanks which had crossed the Rhine and, with their help, they captured Groin despite heavy casualties.

Not long after, the Germans counterattacked with elements of 15. *Panzer Grenadier Division*. The Highlanders withstood the attack and then proceeded to finish clearing Mittelburg and Groin.

ON TO VICTORY

By 25 March, the division was in bad shape. The German defenders had proven to be well-equipped and highly motivated. They held the decisive high ground in the area from where German artillery observers had clear lines of sight while the Scottish and Canadian infantry struggled to locate and engage the enemy positions.

Despite this, the remaining resources of the division were mobilised for a final push on the night of 25 March. They defeated *Panzer Grenadier Regiment 104* and caused heavy casualties on 116. *Panzer Division*. On 26 March, fresh reinforcements from the 43rd (Wessex) and 3rd Canadian Divisions moved in to replace the proud Highlanders.

By 27 March, the bridgehead was secure and the 51st (Highland) Division was at last given the chance to have a short rest. On 3 April, they resumed the offensive as part of the drive into Germany, celebrating VE Day in northern Germany, near Bremerhaven.





OPERATION TORCHLIGHT

15TH (SCOTTISH) DIVISION CROSSES THE RHINE

The regiments of the 15th (Scottish) Division made names for themselves during the First World War. Although disbanded in 1919, rising tensions in Europe during the late 1930s resulted in the re-establishment of the division in April 1939. It was initially formed as a territorial twin of the 52nd (Lowland) Division and, due to its low status, it did not receive the same level of training and equipment as the line divisions.

Unlike the 51st (Highland) Division, the 15th (Scottish) spent most of the early part of the war in Britain. They were moved from Scotland to the south due to the fear of German invasion of Great Britain following the fall of France. During 1942, the division moved north again to Northumberland and was responsible for coastal defence.

NORMANDY

With the attack in Normandy well under way, the division landed in France on 24 June. The division played key roles in operations and fought off fierce counterattacks from elite German SS panzer divisions near Caen. Having proven themselves in the battles around Caen, the division was granted a brief rest before going back into action in August 1944. During September, the 15th (Scottish) was involved in tough fighting in the Netherlands in support of Operation Market Garden.

OPERATION PLUNDER

Alongside the 51st (Highland) Division, the 15th (Scottish) Division was earmarked to lead the assault crossing of the Rhine River in Operation Plunder. The division carried out two practice runs on the Maas River before Plunder went ahead.

The role of the division, codenamed Operation Torchlight, was vital for the success of Plunder. Along with establishing a bridgehead over the Rhine, they were tasked with linking up with the British 6th and US 17th Airborne Divisions, which were dropping in the area just beyond the Rhine bridgeheads as a part of the supporting Operation Varsity. If the 15th (Scottish) failed to break through, the paratroopers could be cut off and destroyed in a grisly repeat of Operation Market Garden. To help them achieve these objectives they

were supported by the 4th Armoured Brigade which included amphibious Sherman DD tanks, and specialist assault tanks from the 33rd Armoured Brigade.

With news of the success of the 51st (Highland) Division's crossing, the 15th (Scottish) loaded up in LVT-4 Water Buffalo amphibious transports at midnight on 24 March 1945. As they made their way, a tremendous preparatory bombardment took place.

The division's 44th (Lowland) Infantry Brigade attacked on the right flank of the crossing, suffering casualties as they overcame barbed wire on the enemy-held bank of the Rhine. Despite some units falling below half strength, they pushed on towards their objectives and, by 0330 hrs, all had been secured.

Meanwhile, the division's 227th (Highland) Infantry Brigade was quickly on the back foot when their transports landed them in the wrong place. The lead elements suffered heavy casualties as their sector was held by three companies of tough *Fallschirmjäger* (paratroopers). Despite the confusion, the initial German strongpoints were overcome after fierce hand-to-hand battles with the *Fallschirmjäger*.

HAFFEN

During the morning of 24 March, the division continued to build up in the slim bridgehead that had been carved out during the night. Casualties had been high and the 227th (Highland) Infantry Brigade paused to coordinate an attack on Haffen, the key to the right flank, held by *Fallschirmjäger-Regiment 18*.

The division's 46th (Highland) Infantry Brigade was committed to help open the way to Haffen. Opposition from entrenched German machine-guns, self-propelled guns, and difficult terrain slowed the attack. By 1530 hrs, the Scottish brigade was finally in a position to assault Haffen.

The main attack was made by elements of both brigades. With Haffen held by the dogged *Fallschirmjäger-Regiment 18*, resistance was stiff and British artillery fire had to be restricted due to the risk of friendly fire. Despite these hurdles, Haffen was in Allied hands by 1800 hrs although there was still resistance from bypassed strongpoints.



THE LINK UP

On 24 March, Operation Varsity had gone ahead, and by the afternoon the 44th (Lowland) Brigade found resistance crumbling as the defenders became increasingly concerned with being cut off by the airborne drop. It was not long before the 15th (Scottish) Division had linked up with both the British 6th and US 17th Airborne Divisions. By 2300 hrs, the majority of the division was in solid defensive positions and over the following three days helped expand the bridgehead.

TO VICTORY

With the Rhine crossing successful, the 15th (Scottish) Division took part in the further advance into Germany, and were selected to take part in the final river assault crossing of the war over the Elbe River as part of Operation Enterprise on 29 April 1945. They then moved into northern Germany occupying both Lübeck and Kiel as resistance collapsed.

In twelve months of fighting, they had suffered 11,772 casualties but had forged a reputation as a tough and flexible fighting unit with a strong esprit de corps.

RIFLE COMPANY SPECIAL RULES

A Rifle Company (page 20) uses all of the British special rules found on pages 246-248 of the rulebook. They also use the following special rules below.

BAGPIPES

Bagpipers have piped the Scots regiments into battle for centuries. The tales of pipers walking through a hail of fire, pipes wailing, abound. Even the death of the officer they are accompanying will not stop them.

If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.

DUCKBILLS

Duckbill track extensions were developed to provide extra flotation for tracked vehicles in muddy conditions. These could be quickly installed when needed.

At the start of the game a player may elect to fit all of the following tank types in their force with Duckbills:

- Ram Kangaroo APC
- Sherman DD
- Sherman I or V
- Firefly IC
- M10C 17pdr SP
- Sexton self-propelled gun

This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.



RIFLE COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Rifle Company HQ

21

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

COMBAT PLATOONS

INFANTRY



Rifle Platoon

21

INFANTRY



Rifle Platoon

21

INFANTRY



Rifle Platoon

21

WEAPONS PLATOONS

RECONNAISSANCE



Carrier Platoon

22

INFANTRY



Pioneer Platoon

22

ANTI-TANK



Anti-tank Platoon

23

ARTILLERY



Mortar Platoon

23

BRIGADE SUPPORT PLATOONS

MACHINE-GUNS



Machine-gun Platoon

24

MACHINE-GUNS OR ARTILLERY



Machine-gun Platoon

24

Heavy Mortar Platoon

24

SUPPORT PLATOONS

ARMOUR



Tank Platoon

25

Independent Armoured Platoon

25

Crocodile Tank Platoon

26

Breaching Group

26

ARMOUR



Tank Platoon

25

Independent Armoured Platoon

25

Crocodile Tank Platoon

26

Breaching Group

26

ARMOUR



Infantry Anti-tank Platoon (SP), Royal Artillery

25

RECONNAISSANCE



Humber Recce Platoon

28

Daimler Recce Platoon

28

INFANTRY



Rifle Platoon

21

Commando Platoon

30

ARTILLERY



Field Battery, Royal Artillery

32

ARTILLERY



Field Battery, Royal Artillery

32

Medium Battery, Royal Artillery

33

AIRCRAFT



Air Support

30

AOP



Air Observation Post

30

MOTIVATION AND SKILL

Despite some initial set backs in Normandy, all of the front-line rifle divisions of the British Army are determined to see this war through. Some, such as the 51st (Highland) Division, have been fighting this war since the beginning and are ready to finish the job.

A Rifle Company is rated **Confident Veteran**.

 BRITISH OR SCOTS BATTALION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

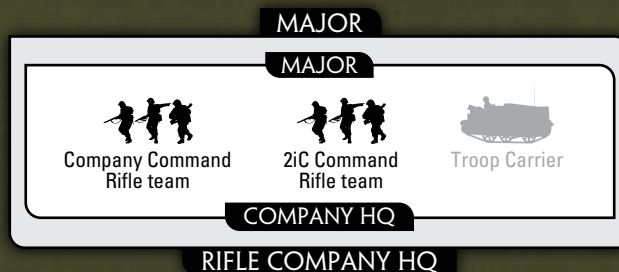
RIFLE COMPANY HQ

HEADQUARTERS

Company HQ	30 points
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OPTIONS

- Add Jeep or Troop Carrier +5 points.
- Add a Scottish Bagpiper (see page 19) to the 2iC Command team for +10 points.
- Add up to three Sniper teams for +50 points per team.



COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

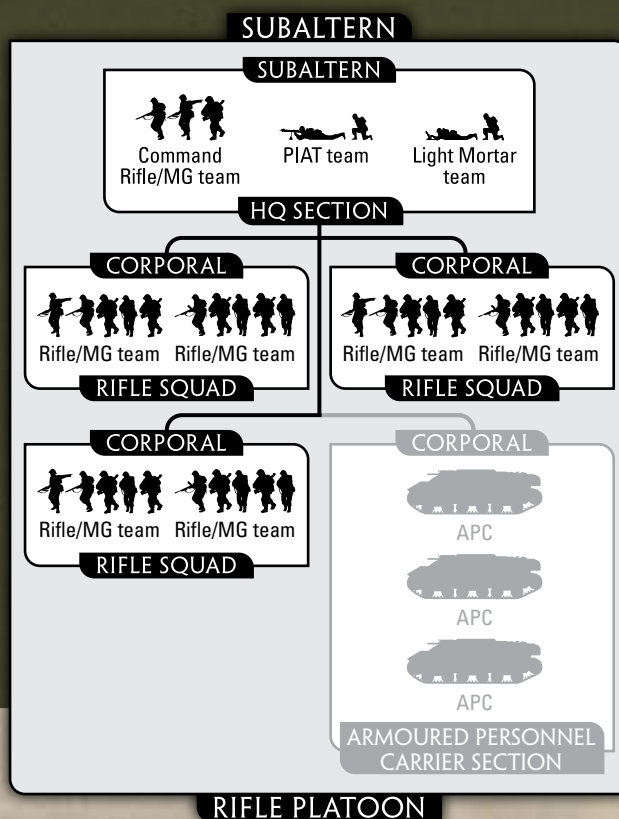
3 Rifle Squads	180 points
2 Rifle Squads	140 points

Add an Armoured Personnel Carrier Section with:

3 Ram Kangaroo APC	+20 points
2 LVT-4 Water Buffalo	+25 points

OPTIONS

- Replace the .50 cal AA MG on any or all LVT-4 Water Buffaloes with a 20mm Polsten MG for +5 points per gun.
- Replace any or all Side-mounted MGs on any or all LVT-4 Water Buffaloes with Side-mounted .50 cal MGs for +5 points per gun.
- Add a .50 cal MG on any or all Ram Kangaroo APCs for +5 points per APC.



USING ARMOURD PERSONNEL CARRIERS

If any of your Rifle Platoons have an Armoured Personnel Carrier Section, then all Rifle Platoons in your company must also have Armoured Personnel Carrier Sections.

All Armoured Personnel Carrier Sections in your force must be equipped with the same type of vehicle.

When making a Night Attack, Rifle Platoons equipped with an Armoured Personnel Carrier Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.

The men of the Scottish regiments have been some of the toughest fighters in the British army since the days of Waterloo. Whether from the Highland or Scottish (Lowland) units, they are proud warriors who will get the job done. They have fought all the way from Normandy and Holland to Germany and are now hardened veterans.

For the Rhineland battles they have been equipped with Ram Kangaroo Armoured Personnel Carriers. These are converted Canadian Ram tanks that allow the infantry to advance under fire. Additionally, special amphibious LVT-4 Water Buffaloes are available for the expected river crossings.

WEAPONS PLATOONS

CARRIER PLATOON

PLATOON

4 Carrier Patrols	345 points
3 Carrier Patrols	260 points
2 Carrier Patrols	175 points
1 Carrier Patrol	90 points

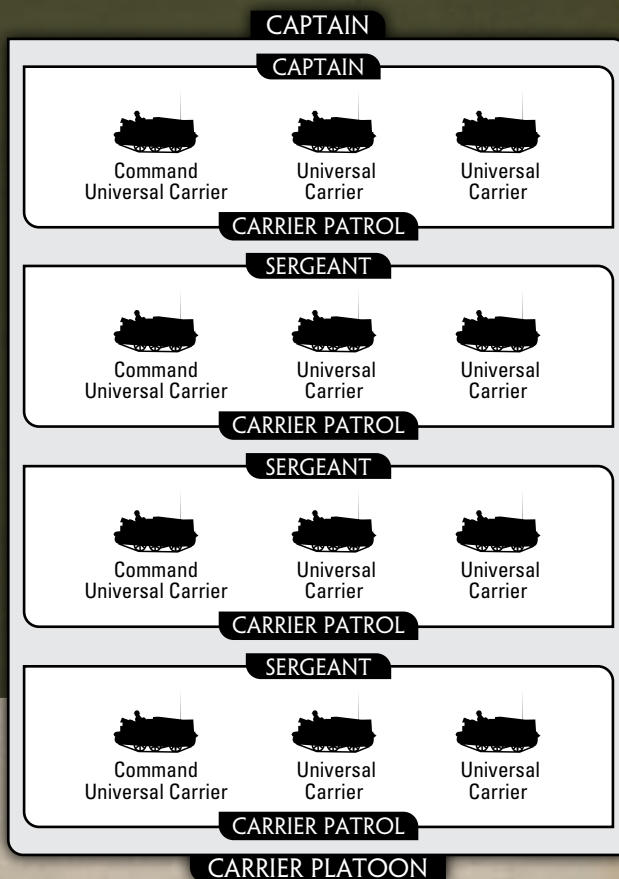
OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a .50 cal MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.
- Replace all Universal Carriers in up to two Carrier Patrols with Wasp flame-thrower carriers for +25 points per patrol.

Carrier Patrols operate as separate platoons, each with their own Command team.

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.



Universal carriers have served since the start of the war and are still proving to be extremely useful vehicles in support of the rifle platoons. Their speed and low silhouette make them ideal for scouting duties. They can be equipped with a variety of weapons, from extra machine guns to PIATs, in case they encounter enemy armour. Some carriers have also been fitted with flame-throwers as Wasp flame-tanks. These are not used in a scouting role but reserved for assaults.

PIONEER PLATOON

PLATOON

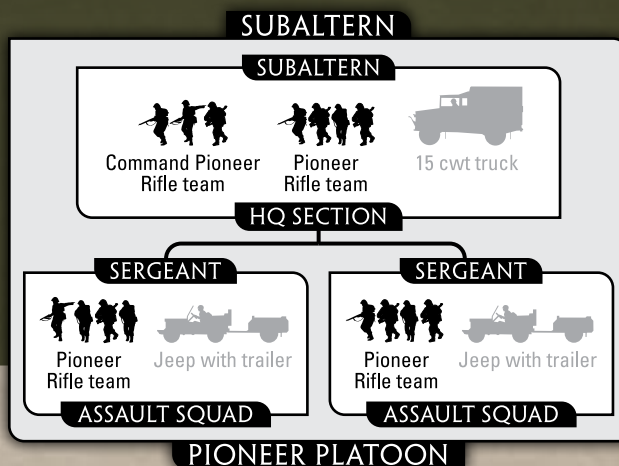
HQ Section with:

2 Assault Squads	85 points
1 Assault Squad	60 points

OPTION

- Add 15 cwt truck and Jeeps with trailers to the platoon for +5 points.

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



Each infantry battalion contains a unit of pioneers with combat engineering training. These troops are able to clear mines, remove obstacles, repair bridges, and, if needed, take out defensive strongpoints in attack. They also carry demolition and other engineering equipment with them to ensure that there is no delay to the timetable for the offensive.

ANTI-TANK PLATOON

PLATOON

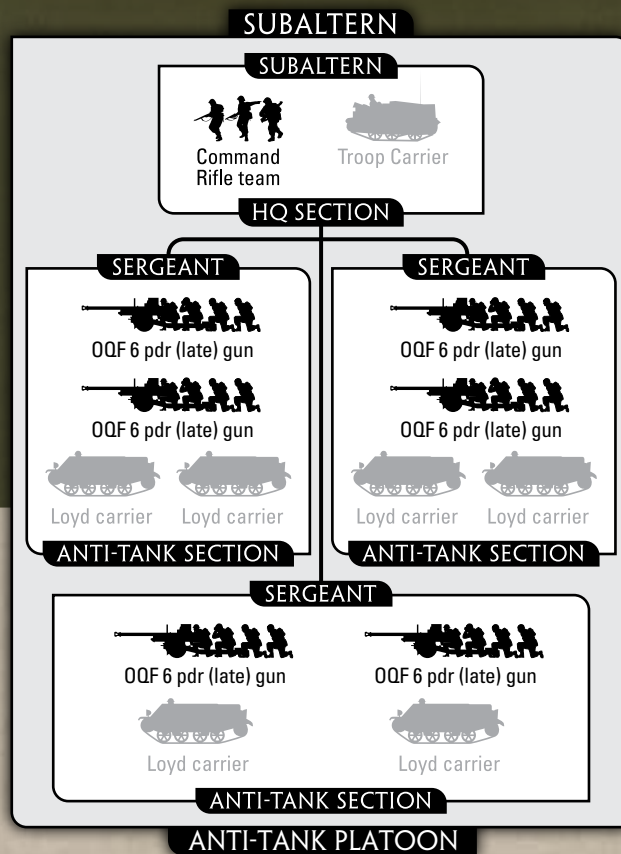
HQ Section with:

6 OQF 6 pdr (late)	205 points
4 OQF 6 pdr (late)	140 points
2 OQF 6 pdr (late)	75 points

OPTIONS

- Add Troop and Loyd Carriers for +5 points for the platoon.
- Replace all Troop and Loyd Carriers with two DUKW amphibious trucks per Anti-tank Section at no cost. The HQ Section rides with an Anti-tank Section.

The infantry anti-tank platoons remain equipped with their reliable six-pounders to defend against counter-attacks by *116. Panzerdivision*. They have excellent penetration power, thanks to new ammunition, as well as a useful High Explosive (HE) round. The rifle units' anti-tank guns come in platoons of six and have Loyd Carriers to keep them up with the advance, or even amphibious DUKW trucks for the Rhine crossing.



MORTAR PLATOON

PLATOON

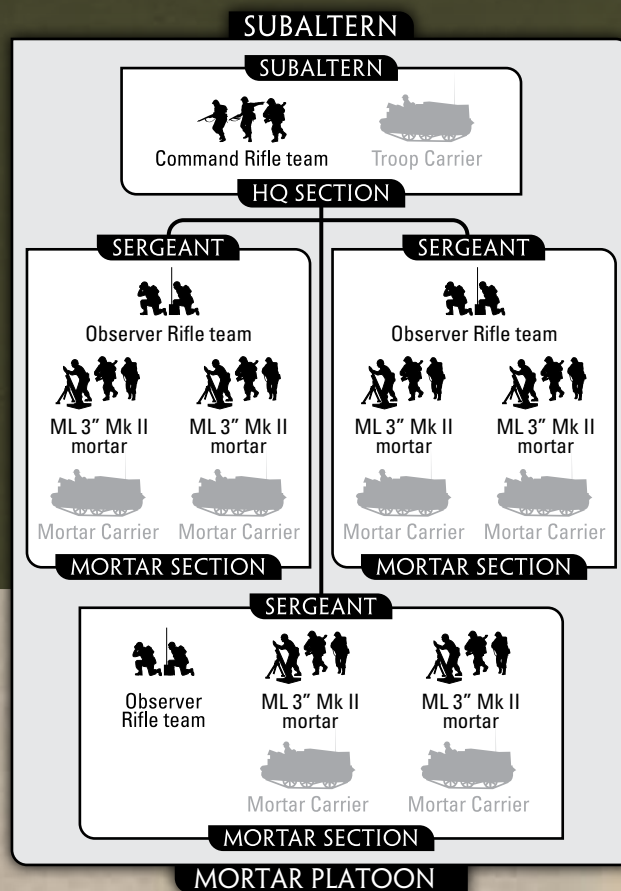
HQ Section and:

3 Mortar Sections with a total of: 6 ML 3" Mk II	175 points
2 Mortar Sections with a total of: 4 ML 3" Mk II	120 points
1 Mortar Section with a total of: 2 ML 3" Mk II	65 points

OPTIONS

- Add Troop and Mortar Carriers for +5 points for the platoon.
- Replace all Troop and Mortar Carriers with one DUKW amphibious truck per Mortar Section at no cost. The HQ Section rides with a Mortar Section.

The 3" Mk II mortar continues to be the primary source of direct fire support for front line rifle units. These weapons have a high rate of fire, good punch, and can fire smoke as well as HE. A full unit of six tubes can blanket enemy lines with HE or smoke. Both armoured and amphibious transports are available to let them keep up with the advance.



BRIGADE SUPPORT PLATOONS

MACHINE-GUN PLATOON

PLATOON

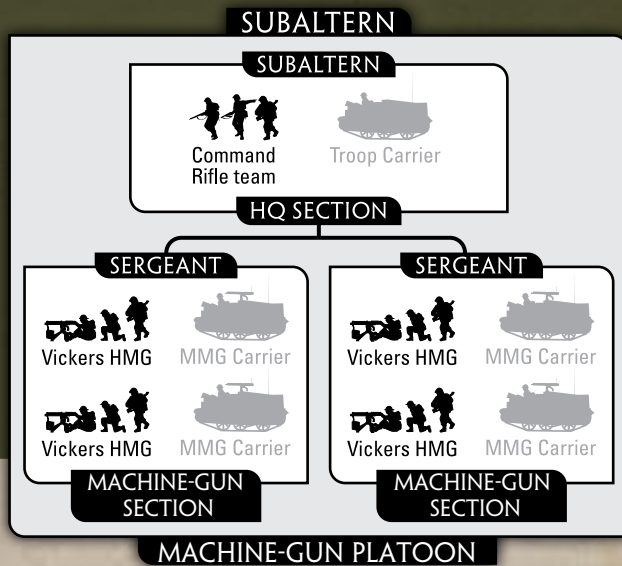
HQ Section with:

4 Vickers HMG	140 points
2 Vickers HMG	75 points

OPTION

- Add Troop and MMG Carriers to the platoon at +15 points per Machine-gun Section, or add one DUKW amphibious truck per Machine-gun Section for +5 points for the platoon. The HQ Section rides with a Machine-gun Section.

The Vickers heavy machine-guns of the machine-gun platoon have a tremendous ability to provide sustained fire against enemy infantry. Assaulting them directly is virtually impossible, making them a valuable asset for the infantry. They can also support attacks with long-range artillery bombardments, pinning the enemy down ahead of your infantry assault. Their specialist MMG Carriers give the unit good protection and excellent mobility.



HEAVY MORTAR PLATOON

PLATOON

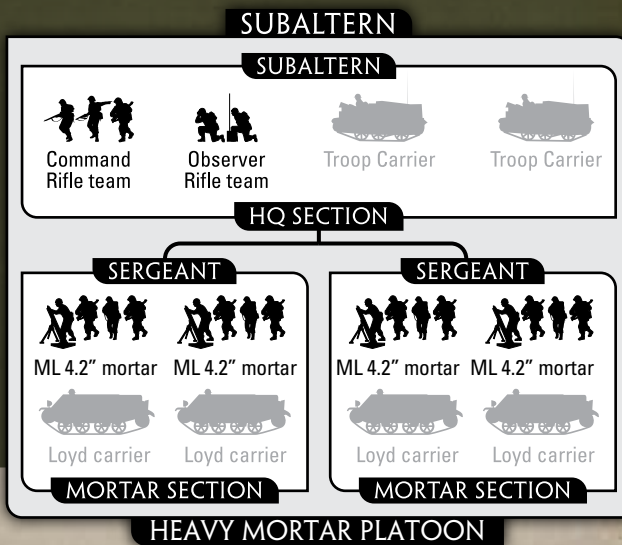
HQ Section with:

4 ML 4.2"	155 points
2 ML 4.2"	80 points

OPTIONS

- Add Troop and Loyd Carriers for +5 points for the platoon.
- Replace all Troop and Loyd Carriers with two DUKW amphibious trucks per Mortar Section at no cost. The HQ Section rides with a Mortar Section.

At the brigade level, 4.2" heavy mortars can provide immediate heavy fire support. Their rounds are much larger than the 3-inch mortar rounds and they can smash through enemy trenches and other defences. They are light enough to keep up with the infantry and have either armoured or amphibious transports.



SUPPORT PLATOONS

TANK PLATOON

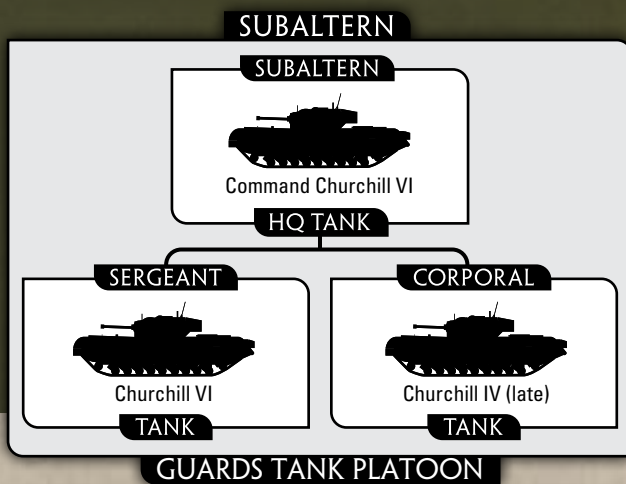
PLATOON

2 Churchill VI and 1 Churchill IV (late)	295 points
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OPTIONS

- Upgrade any or all Churchill IV (late) or VI tanks with applique armour increasing the Front armour rating to 9 for +10 points per tank.
- Replace up to one Churchill VI tank with a Churchill VII tank for +55 points.

Infantry tanks are attached to infantry divisions to provide direct armoured support for infantry assaults. They can include up-armoured Churchill Mk VII models that lead the way against enemy resistance. The 75mm guns of the Churchills are effective against enemy machine gun nests.

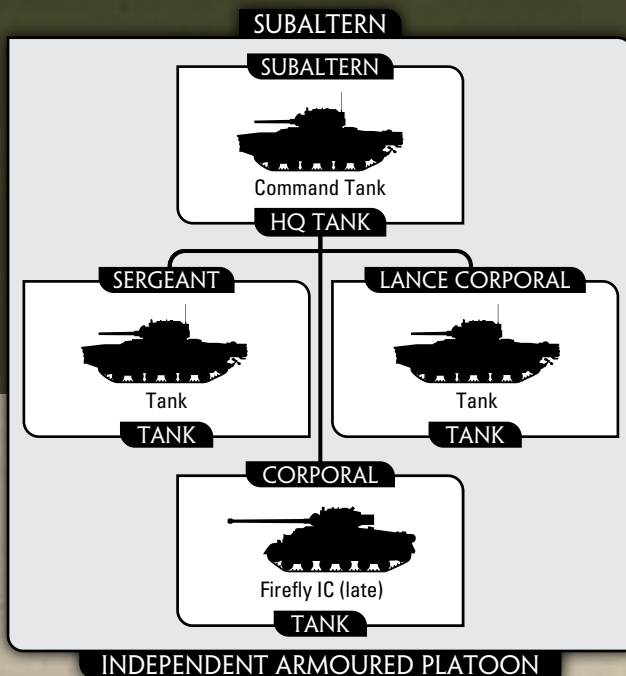


INDEPENDENT ARMoured PLATOON

PLATOON

3 Sherman DD and 1 Firefly IC (late)	355 points
2 Sherman DD and 1 Firefly IC (late)	280 points
3 Sherman DD	235 points
2 Sherman I and 2 Firefly IC (late)	425 points
3 Sherman I and 1 Firefly IC (late)	375 points
2 Sherman I and 1 Firefly IC (late)	295 points

The independent armoured brigades are designed to take on enemy armour and, if needed, support the infantry with HE. Their Sherman Fireflies have excellent anti-tank performance with 17 pdr rounds, which slice through Panthers with ease. A few amphibious DD Shermans have been brought forward to cross the river directly and provide the infantry with ready support, but most of the tanks are conventional and will cross via the pontoon bridge once it is established. The 8th, 33rd, and 34th Independent Armoured Brigades have all been assigned to support the Rhine crossings. Units like the Sherwood Rangers of 8th Brigade have been fighting with the Scots since Normandy.

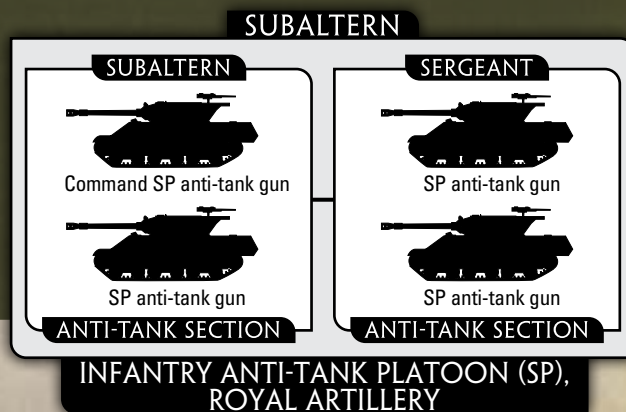


INFANTRY ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

PLATOON

4 Archer	280 points
2 Archer	140 points
4 M10C 17 pdr SP	370 points
2 M10C 17 pdr SP	185 points

The anti-tank units of the infantry have been partially disbanded to provide security troops for divisional assets. However, the self-propelled anti-tank platoons equipped with M10C and the new Archers have been retained.





CROCODILE TANK PLATOON

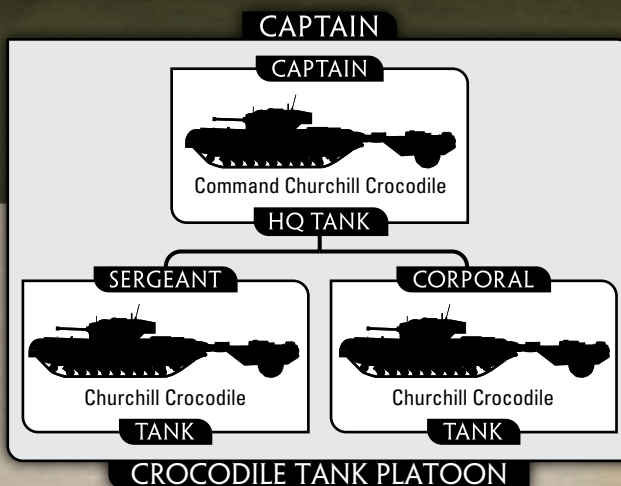
PLATOON

3 Churchill Crocodiles	510 points
2 Churchill Crocodiles	340 points

A force with a Crocodile Tank Platoon may not use the British Night Attack special rule. Instead they Always Attack (see page 257 of the rulebook).

Fuel Trailer: Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

For assaults against heavily defended positions, the Churchill Crocodile makes a formidable weapon. Its thick armour is proof against most German guns, and its dreaded flame-thrower is deadly against bunkers and dug in infantry. The Crocodiles of 34th Armoured Brigade were used in the Rhineland fighting and shocked the German defenders.



BREACHING GROUP

PLATOON

1 Sherman V and 2 Sherman Crab	150 points
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OPTIONS

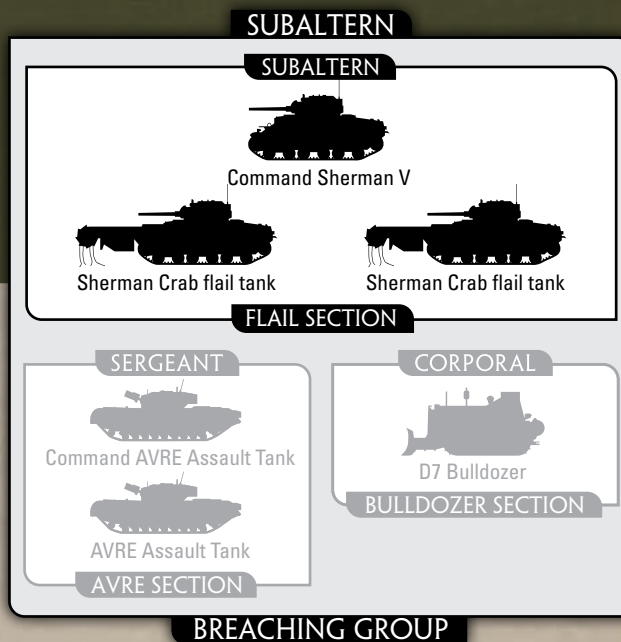
- Add AVRE Section for +50 points.
- Add Bulldozer Section for +15 points.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent tank team.

When determining the number of platoons that must be held in Reserves and the number of platoons Deployed on table, treat each Breaching Group as a single platoon.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers.

'Hobart's Funnies' were the specialist engineering and assault vehicles developed by General Percy Hobart of the



79th Armoured Division for the invasion of France in June 1944. Leaving nothing to chance, British planners have prepared them again for the Rhine crossing. They will be available to eliminate any enemy wire, mines, and obstacles that might delay the advance.



BREACHING GROUP SPECIAL RULES

Breaching Force: *A force that includes a Breaching Group Always Attacks and, if it is an Infantry Company, is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook. Teams from a Breaching Group may only be held in Reserves in missions with the Mobile Reserves special rule.*

Gun Tanks Forward!: *At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.*

AVRE SPECIAL RULES

The core of the 79th Armoured Division's strength is the versatile AVRE, the Armoured Vehicle, Royal Engineers (pronounced av-ree).

Fascine and SBG Bridge: *At the start of the game after Fortifications (if any) are placed, but before Deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.*

Fascinés act as Assault Bridges (see page 226 of the rulebook), but may only be used to bridge ditches and craters.

An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.

Petard Mortar: *The Petard mortar shoots as a normal (although very short-ranged) gun.*

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

Demolishing Obstacles: *An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.*

Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.

- *If the test is successful, the Obstacle is removed (unless it is a Street barricade, in which case it is gapped),*
- *Otherwise, it remains intact.*

SHERMAN CRAB SPECIAL RULE

Crab Flail Tanks: *Sherman Crab Platoons use the rules for Mine Flails and Rollers on page 226 of the rulebook.*





HUMBER RECCE PLATOON

PLATOON

Recce Patrol with:

3 Humber IV and 2 Humber LRC III	190 points
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ADD:

3 Scout Patrols	+270 points
2 Scout Patrols	+180 points
1 Scout Patrol	+90 points

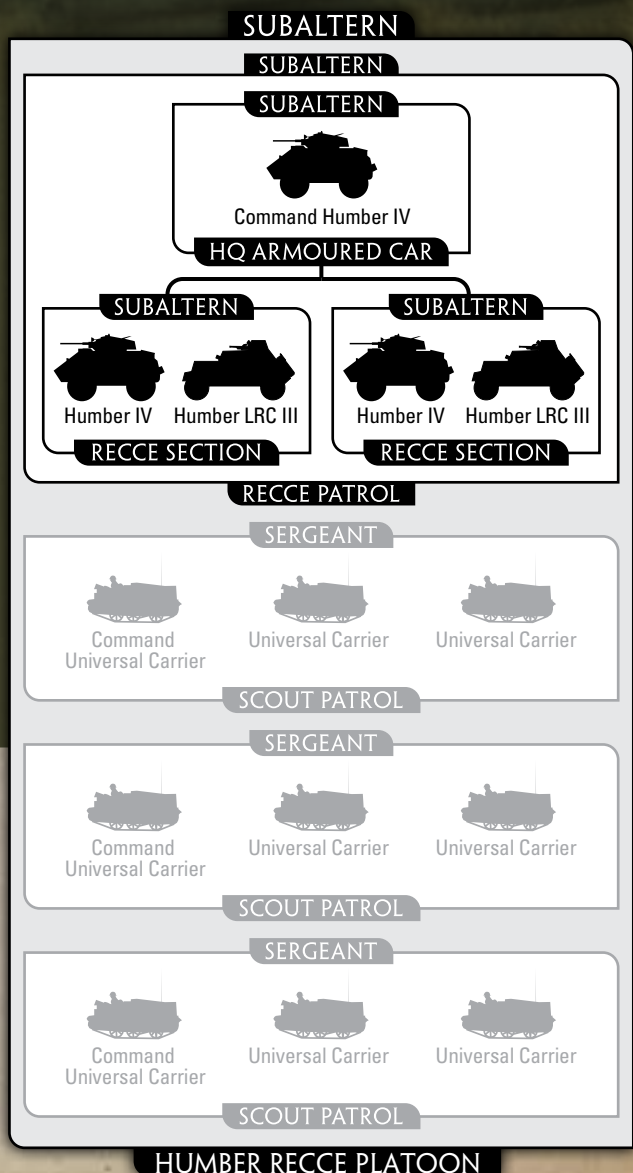
OPTIONS

- Replace any or all Humber LRC III armoured cars with Daimler I armoured cars for +5 points per car.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a .50 cal MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

Recce and Scout Patrols operate as separate platoons, each with their own command team.

Recce and Scout Patrols are Reconnaissance Platoons.

The Humber armoured cars of the infantry's specialist reconnaissance squadrons are in their element on the paved roads of northern Germany. They are augmented by universal carriers, which are not as fast as the wheeled vehicles on the road, but have better cross-country mobility.



HUMBER RECCE PLATOON



DAIMLER RECCE PLATOON

PLATOON

Recce Patrol with:

3 Daimler I and 2 Daimler Dingo	175 points
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ADD:

3 Scout Patrols	+270 points
2 Scout Patrols	+180 points
1 Scout Patrol	+90 points

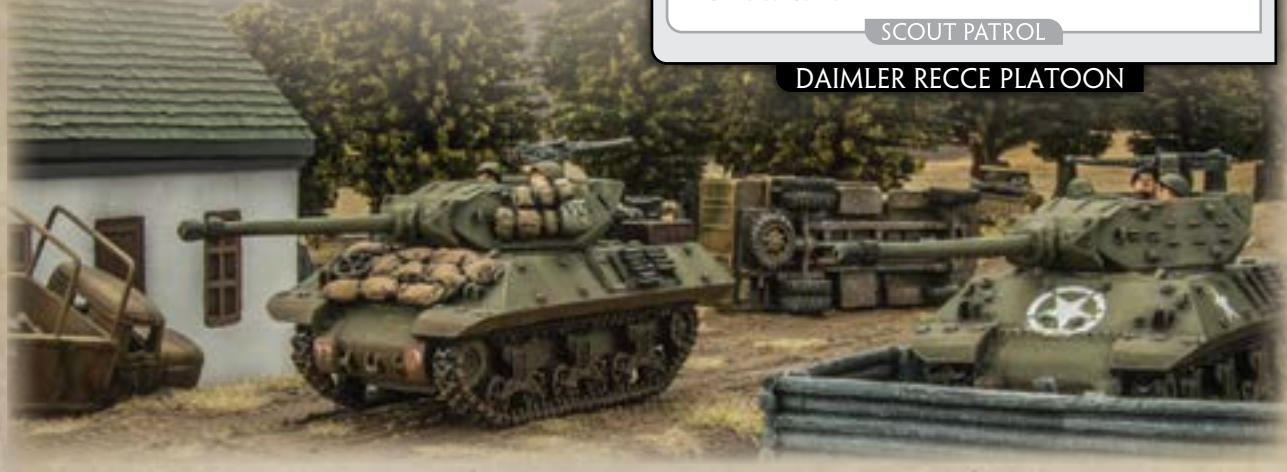
OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a .50 cal MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

Recce and Scout Patrols operate as separate platoons, each with their own command team.

Recce and Scout Patrols are Reconnaissance Platoons.

While most infantry divisions were supported by Humber armoured cars, others such as the 2nd Derbyshire Yeomanry of the 51st (Highland) Division, were equipped with lighter Daimler I armoured cars and Daimler Dingo scout cars. These perform a similar scouting role to the Humber-equipped units.



SUBALTERN

SUBALTERN

SUBALTERN



SUBALTERN

SUBALTERN



RECCE PATROL

SERGEANT



SERGEANT



SERGEANT



DAIMLER RECCE PLATOON

CORPS SUPPORT

MOTIVATION AND SKILL

The British Army has a vast amount of experience built up after several years of battle. They are prepared and willing to put the last effort in to finally crush their enemy. Unless otherwise noted, Corps Support platoons are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

COMMANDO PLATOON

PLATOON

HQ Section with:

2 Commando Squads

205 points

A Commando Platoon is rated **Fearless Veteran**.

FEARLESS VETERAN

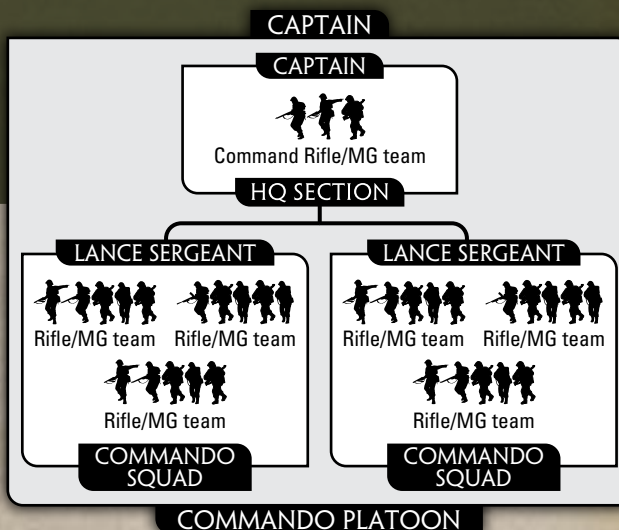
A Commando Platoon uses the following special rules in addition to the normal British special rules (see pages 246 to 248 of the rulebook).

Know the Plan: *Commando Sections use the German Mission Tactics special rule on page 242 of the rulebook.*

Fairbairn-Sykes: *Commando Infantry teams hit on a roll of 2+ in assaults.*

Mind and Heart: *Commando Infantry and Man-packed Gun teams are Mountaineers (see page 61 of the rulebook).*

The 1st Commando Brigade was essential for keeping the advance across Germany going. As assault specialists, they often led the way across rivers and through towns ahead of the tanks and infantry.



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

- Replace up to two teams with SMG teams.
- Replace one team with a Light Mortar team.
- Replace one team with a PIAT team.
- Replace one team with a Vickers K Gun LMG team.

AIR SUPPORT

PRIORITY AIR SUPPORT

Typhoon

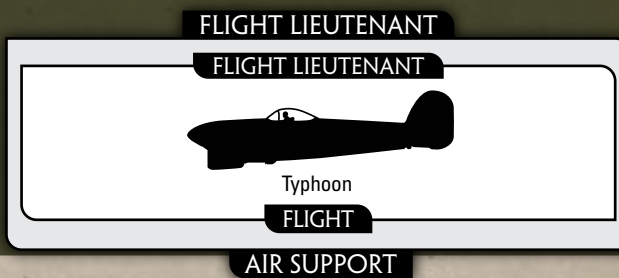
220 points

LIMITED AIR SUPPORT

Typhoon

170 points

The Typhoons of the Royal Air Force now reign supreme over Germany with the *Luftwaffe* vanquished. They attack any exposed German infantry or armour unit with no warning.



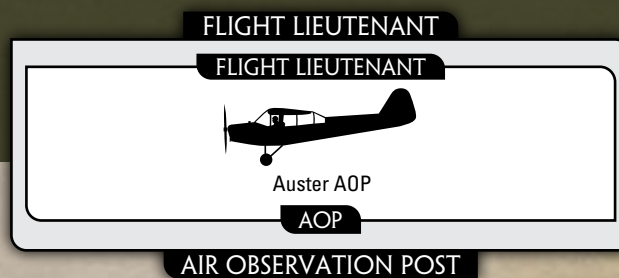
AIR OBSERVATION POST

AOP

AOP

25 points

The little Auster AOP air observation plane is in its element in the Rhine crossing battles. There is no longer any *Luftwaffe* to worry about and the Auster is not delayed by the Rhine or its banks. Its crews are able to respond very quickly to fire requests from the ground troops below.



FIELD BATTERY, ROYAL ARTILLERY PLATOON

HQ Troop with:

Two Gun troops with a total of: 8 OQF 25 pdr	315 points
One Gun troop with: 4 OQF 25 pdr 2 OQF 25 pdr	185 points 105 points

OPTIONS

- Add Jeep, 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace the HQ Troop jeep with a White scout car for +5 points.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.

Each Gun Troop operates as a separate platoon with its own Command team.

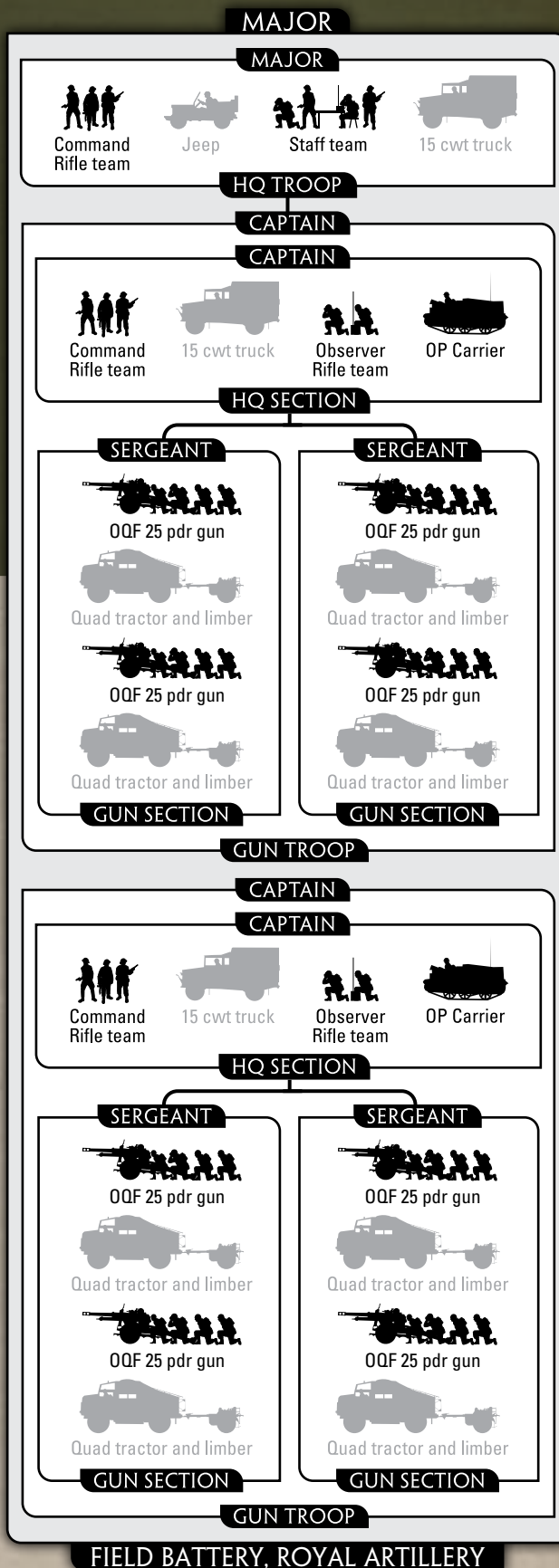
The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).

Montgomery assembled over 4000 guns to bombard German defenders at the start of Operation Plunder, more than at El Alamein or any of his Normandy battles. Artillery support is readily available in overwhelming strength to any assaulting unit.

The Royal Artillery 25 pdrs can easily range across the Rhine and support attacking units on the eastern bank for several miles beyond the landing sites. They have a high rate of fire and plentiful ammunition. Any German defences will quickly be smashed.



25 pdr Gun team



MEDIUM BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of: 8 BL 5.5"	540 points
--	------------

One Gun Troop with: 4 BL 5.5"	310 points
2 BL 5.5"	170 points

OPTION

- Add Jeep, 15 cwt trucks and Matador trucks for +5 points per Gun Troop.

You may not field a Medium Battery, Royal Artillery unless you are also fielding an artillery battery with at least as many OQF 25 pdr guns or Sexton self-propelled guns.

Each Gun Troop operates as a separate platoon with its own Command team.

The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).

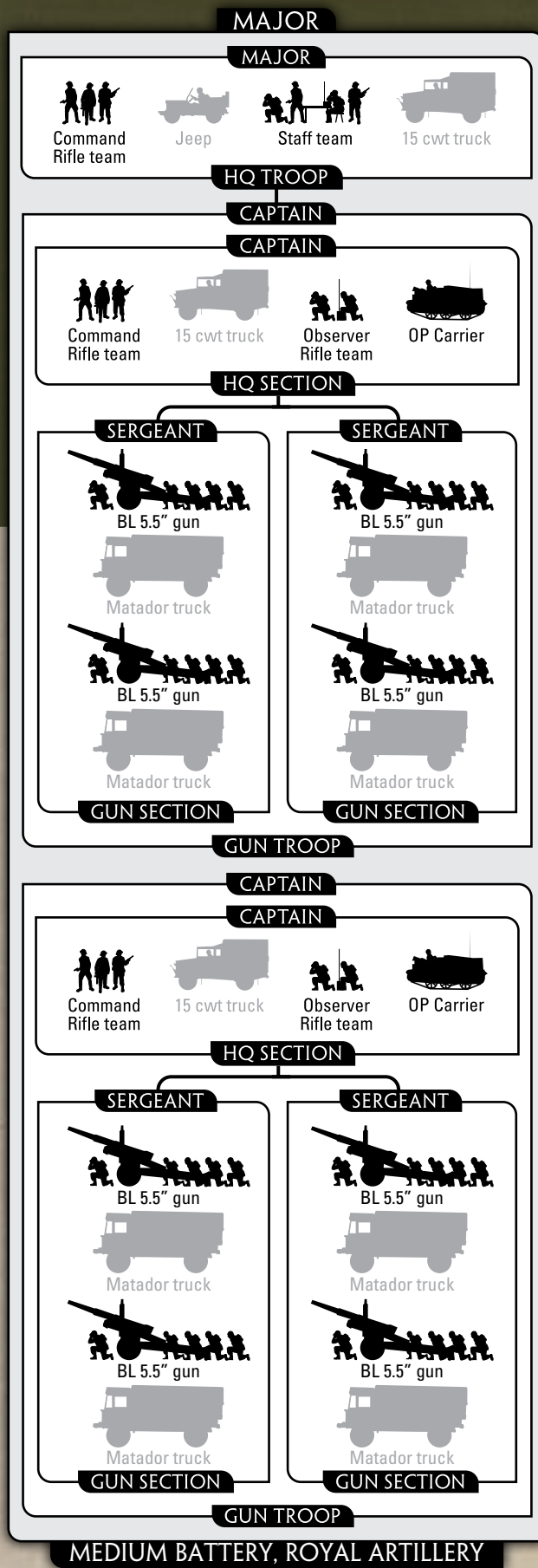
When the light 25 pdrs of the field batteries, Royal Artillery are not sufficient, the big guns of corps-level BL 5.5" gun are called in. Their heavy shells will cave in reinforced positions up to ten miles away. A battery can take out anything, even the fearsome German King Tiger.



BL 5.5" Gun team



Matador truck



MEDIUM BATTERY, ROYAL ARTILLERY

BRITISH ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
Stuart VI Jalopy	Light Tank	4	2	0	Hull .50 cal MG, Hull MG, Wide tracks, Recce.
MEDIUM TANKS					
Sherman DD M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, DD tank. Semi-indirect fire, Smoke.
Sherman I or V M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. Semi-indirect fire, Smoke.
Firefly IC OQF 17pdr gun (late)	Standard Tank 32"/80cm	6 2	4 15	1 3+	Co-ax MG, Tow hook. No HE, Semi-indirect fire.
Cromwell IV OQF 75mm gun	Light Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Protected ammo, Tow hook. Semi-indirect fire, Smoke.
Cromwell VI CS OQF 95mm CS howitzer Firing bombardments	Light Tank 24"/60cm 48"/120cm	6 2 -	4 7 4	1 3+ 5+	Co-ax MG, Hull MG, Protected ammo, Tow hook. Smoke. Smoke bombardment.
Challenger OQF 17 pdr gun (late)	Light Tank 32"/80cm	6 3	4 15	1 3+	Co-ax MG, Overloaded, Protected ammo, Tow hook. No HE, Semi-indirect fire.
Comet OQF 77mm gun	Light Tank 32"/80cm	7 2	4 14	1 3+	Co-ax MG, Hull MG, Protected ammo, Tow hook. Semi-indirect fire.
INFANTRY TANKS					
Churchill IV (late) OQF 6 pdr gun (late)	Slow Tank 24"/60cm	8 3	7 11	2 4+	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
Churchill VI OQF 75mm gun	Slow Tank 32"/80cm	8 2	7 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks. Semi-indirect fire, Smoke.
Churchill VII OQF 75mm gun	Slow Tank 32"/80cm	13 2	8 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks. Semi-indirect fire, Slow traverse, Smoke.
Churchill Crocodile OQF 75mm gun Crocodile flame-gun	Slow Tank 32"/80cm 6"/15cm	13 2 5	7 10 -	1 3+ 5+	Co-ax MG, Protected ammo, Wide tracks. Slow traverse, Smoke. Hull-mounted, Flame-thrower, Fuel trailer.
INFANTRY SUPPORT					
Wasp Carrier Wasp flame-gun	Half-tracked 4"/10cm	0 3	0 -	0 6	Hull-mounted, Flame-thrower.
SELF-PROPELLED ANTI-TANK GUNS					
Archer OQF 17 pdr gun (late)	Slow Tank 32"/80cm	1 2	1 15	0 3+	AA MG, Awkward layout. Hull-mounted, No HE.
M10C 17 pdr SP OQF 17 pdr gun (late)	Standard Tank 32"/80cm	4 2	2 15	0 3+	.50 cal AA MG. No HE, Slow traverse.
SELF-PROPELLED ARTILLERY					
Sexton OQF 25 pdr gun Firing bombardments	Standard Tank 24"/60cm 80"/200cm	1 2 -	0 9 4	0 3+ 5+	AA MG or optional .50 cal AA MG. Hull mounted, Smoke. Smoke bombardment.
Cromwell OP	Light Tank	6	4	1	Hull MG.
Sherman OP	Standard Tank	6	4	1	Hull MG.
ENGINEERING TANKS					
AVRE Petard mortar	Slow Tank 4"/10cm	8 1	7 5	2 1+	Co-ax MG, Hull MG, Protected ammo. Wide-tracked. Bunker buster, Demolition mortar, Slow traverse.
Sherman Crab M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Overloaded, Mine flail. Semi-indirect fire, Smoke.



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

SELF-PROPELLED ANTI-AIRCRAFT GUNS

Bofors 40mm SP	Wheeled	-	-	-	Awkward layout, Gun shield.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

RECONNAISSANCE

Daimler I	Wheeled	1	0	0	Co-ax MG, Recce.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
<i>With Littlejohn adaptor</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>5+</i>	<i>No HE.</i>

Sawn Off Daimler	Jeep	1	0	0	AA MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted.</i>

Daimler Dingo	Jeep	1	0	0	AA MG, Recce.
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Humber Scout car	Jeep	1	0	0	AA MG, Recce.
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Humber IV	Wheeled	1	0	0	Co-ax MG, Recce.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

Humber LRC III	Jeep	0	0	0	AA MG, Recce.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>

Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

SAS Jeep	Jeep	-	-	-	Recce.
<i>Twin MG</i>	<i>16"/40cm</i>	<i>4</i>	<i>2</i>	<i>6</i>	<i>Hull-mounted, ROF 2 if other weapons fire.</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

Armoured SAS Jeep	Jeep	0	0	0	Overloaded, Recce.
<i>Twin MG</i>	<i>16"/40cm</i>	<i>4</i>	<i>2</i>	<i>6</i>	<i>Hull-mounted, ROF 2 if other weapons fire.</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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Twin MG	16"/40cm	4	2	6	ROF 2 if other weapons fire.
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.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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MACHINE-GUNS

Vickers K Gun LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
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Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
<i>Firing bombardments</i>		<i>40"/100cm</i>	<i>-</i>	<i>-</i>	<i>-</i>	

MORTARS

ML 3" Mk II mortar	Man-packed	24"/60cm	2	2	3+	Smoke. Minimum range 8"/20cm.
<i>Firing bombardments</i>		<i>40"/100cm</i>	<i>-</i>	<i>2</i>	<i>6</i>	<i>Smoke bombardment.</i>

ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
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ANTI-TANK GUNS

OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.
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ARTILLERY

OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
<i>Firing bombardments</i>		<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>

BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
<i>Firing bombardments</i>		<i>88"/220cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour Side	Top	Equipment and Notes
JEeps, TRUCKS, AND TRACTORS					
Jeep or Jeep with trailer	Jeep	-	-	-	
15 cwt truck	Wheeled	-	-	-	
3-ton truck	Wheeled	-	-	-	
DUKW truck	Wheeled	-	-	-	Amphibious.
Matador or Quad tractor	Wheeled	-	-	-	

ARMoured PERSONNEL CARRIERS

White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	Optional Passenger-fired .50 cal AA MG.
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
Ram Kangaroo APC	Standard Tank	5	3	0	Deck-turret MG, Carries 5 Passengers, Optional .50 cal MG.
LVT-4 Water Buffalo	Slow Tank	1	0	0	.50 cal AA MG, Hull MG, Two side-mounted MG, Amphibious, Carries 5 Passengers.
<i>With 20mm Polsten MG</i>	<i>16"/40cm</i>	3	5	5+	

RECOVERY VEHICLES

Sherman ARV	Standard Tank	6	4	1	Recovery vehicle.
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PIONEER VEHICLES

D7 Bulldozer	Very Slow Tank	0	0	0	Bulldozer, May assault bunkers.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	



PAINTING BRITISH INFANTRY

- Firefly Green**
Metal helmet
- Army Green and Battlefield Brown**
Hessian Strips
- European Skin**
Exposed flesh
- Tommy Green**
Webbing, pouches, rifle sling
- Battlefield Brown**
Rifle wood, tool handles
- Dark Gunmetal**
Gun metal, tool heads
- Battledress Brown**
Uniform
- Tommy Green**
Gaiters
- Black**
Boots

■ DIVISION PATCHES ■

51st (Highland) Division 15th (Scottish) Division



Infantry Blue
Artillery Red



Black
White
Cavalry Yellow
Artillery Red

PAINTING BRITISH VEHICLES

TANKS

- Firefly Green**
Base colour
- Military Khaki**
Hessian strips, camo netting
- Wool brown**
Dry mud
- Military Khaki**
Kitbags, dust covers, etc.
- Battlefield Brown**
Tool handles
- Dark Gunmetal**
Tracks, machine-guns, tool heads, etc.

■ 'MICKEY-MOUSE' PATTERN CAMOUFLAGE ■

British soft-skinned vehicles, such as Matador artillery tractors and other such trucks, were painted in a camouflage style known as the 'Mickey Mouse' pattern, due to its distinctive black mouse ears painted over the vehicle's khaki drab base colour.

Paint your soft-skinned vehicles exactly the same way as your tanks. Once painted, using watered down **Black**, carefully paint small circles that interlock and overlap.





A Challenger troop from the 15th/17th Hussars destroys German armoured threats.



The 11th Armoured Division tests its new, fast Comet battle tanks on the charge across Germany.





Hetzer tank-hunters and Marine-Grenadiers move forward to counterattack a British bridgehead over the Aller River.



Jagdpanther tank-hunters from Panzerkampfgruppe Wallenberg breakthrough the advancing British.





CLAUSEWITZ

THE LAST PANZERDIVISION

By January 1945 the German Army was in full retreat on both the eastern and western fronts. Hitler had stripped veteran units from the eastern front to conduct grand, but ultimately futile, offensives in the west designed to split the British and American armies and force a separate peace. The Soviets took full advantage of the weakened German lines and launched their own offensive reaching the Oder River by February 1945, but were eventually stopped by a combination of poor weather, supply issues, and stiffening German resistance. Meanwhile, the Western Allies launched their own offensives designed to cross into the heart of Germany. Germany's last natural line of defence, the Rhine, was breached in early March 1945 with a bridgehead on the eastern bank on the river at Remagen. After a brief build-up, the Americans broke out and by April Model's Army Group B had been encircled in the Ruhr Pocket.

The German High Command recognized that not only would the loss of Army Group B spell the collapse of the western front, but that few units existed to block further Allied incursions into the Ruhr, much less conduct the desired counter-attack against the Allied salient. In desperation the Germans cobbled together formations from every available source combining the remnants of shattered units into fresh brigades and divisions. The overwhelming majority of these units were no more than paper divisions being pushed around maps. These understaffed units were generally short of vehicles, weapons, ammunition, food, and most of all the precious fuel required to conduct effective combat operations.

Into this maelstrom the Germans threw literally their last Panzer Division. Initially formed on 4 April 1945, *Panzerdivision 'Clausewitz'* was the last such division formed by the German High Command during World War II. 'Clausewitz' was assembled from the remnants of several other units and mustered to the southeast of Hamburg near Lauenburg. At least on paper, the division's primary organic armoured strength was initially divided into two battalions, *Panzer-Abteilung 2106* and *Panzer-Abteilung 'Putlos'*. These two battalions were officially combined with other local units to round out the division's numbers and placed under a unified command. In practice, the division never really fought as a unified whole and its units were committed to battle piecemeal. The division's only advantage was the level of training of the soldiers comprising the unit was actually quite high as they were drawn from several veteran units.

The various fragmentary units comprising the division were equipped with a motley collection of tanks, tank-destroyers and assault guns of various models. *Panzer-Abteilung 2106* could field ten Panther tanks, five Jagdpanther, and ten Panzer IV/70(V) tank-hunters. *Panzer-Abteilung 'Putlos'* was only slightly better equipped. Originally organized as a *Kampfgruppe* at the tank gunnery school at Putlos, near Lübeck, the formation was ordered to join 'Clausewitz' as a brigade consisting of two companies on 13 April 1945. The headquarters company included two Panther tanks. Its first company consisted of two Tiger I heavy tanks and 10 Panther tanks. Its second company comprised of seven Panzer IV (all with the long 75mm gun), one Jagdpanzer IV, one StuG III G, and four Panzer IV/70 assault guns.





Other formations attached to 'Clausewitz' included *Panzer-Brigade 106 'Feldherrnhalle'*, which still had roughly 25 tanks of various models, *Panzergranadier-Regiment 'Feldherrnhalle'*, *Panzergranadier-Regiment 42*, *Panzersartillerie-Abteilung 144*, and *Panzerjäger-Abteilung 'Großdeutschland'*, with 31 Sturmgeschütz III Ausf G assault guns. Various other units would provide personnel to form a pioneer formation, *Panzerpionier-Bataillon 144*, as well as a signal and communication company for the division. The division would also take delivery of a few precious new vehicles, including ten Panthers, five 3.7cm Flakpanzer (either Möbelwagen or Ostwind), and over 60 half-tracks for the panzergranadiers.

With the war situation deteriorating rapidly, individual elements of 'Clausewitz' were committed to battle as soon as they had achieved even marginal operational readiness. On 11 April, a *Kampfgruppe* consisting of elements of 'Feldherrnhalle' and 'Großdeutschland' Panzer Divisions supported by panzergranadiers relocated to Uelzen which was threatened by British forces advancing on Hamburg. On 12 April, these units conducted a successful counterattack against the British vanguard in the area halting the British advance. Because of the unexpected resistance, the British shifted their axis of attack from Uelzen to Bienenbüttel.

Though the initial formation orders were issued over a week earlier, as of 13 April 'Clausewitz' had not fully assembled at the divisional level. Hitler noted the fact that the unit's assembly was lagging, and he took a personal hand in funneling units to the fledgling division. Reinforcements directed to the unit included a *Panzeraufklärungs-Abteilung* (Armoured Reconnaissance Battalion) which would become *Pz.Aufk.Abt. 'Elbe'*. By 14 April, most of the units which would comprise the division were finally on their way to the assembly area. The division was given typically grandiose orders for the stage of the war. Their mission was to breakthrough the Allied line and link up with the remnants of Army Group B fighting in the Harz Mountains.





One *Panzerkampfgruppe* of 'Clausewitz' began advancing south from Uelzen on 14 April 1945. However, by this point British forces, including the British 46th Brigade of the 15th (Scottish) Infantry Division, were approaching Uelzen from the South. The British vanguard had once again advanced well ahead of the main force and set up a defensive perimeter at Stadensen. Seeking to avoid the British strongpoints along the roads, the Germans approached cross-country and managed to surprise the British forces at Stadensen where an exceptionally fierce battle broke out. To the east the elements of 'Clausewitz' pushed through the British forces at Nettelkamp which were unprepared for the German attack. Accounts of the British losses vary with German sources indicating upwards of 40 British tanks were destroyed. On the evening of 16 April, the eastern prong of the attack paused for refuelling and reinforcement.

Even after several days of hard fighting, *Panzerdivision* 'Clausewitz' still had most of its fighting strength intact. As of 17 April, *Kampfgruppe* 'Putlos' retained all of its armour and had picked up two tracked infantry guns, three heavy anti-tank guns with motorised transport, and several light and medium armoured personnel carriers. *Panzer-Abteilung* 2106 retained ten Panther tanks and five Jagdpanthers with their ten Panzer IV/70 still in transit. *Panzerjäger-Abteilung* 'Großdeutschland' had been reduced to fewer than 20 StuG III assault guns, losing many in action south of Uelzen. *Panzer-aufklärungs-Abteilung* 'Elbe' was well equipped with half-tracks and armoured cars including four Sd Kfz 250/8, 24 Sd Kfz 250/9 half-tracks, six Sd Kfz 221, two Sd Kfz 222 armoured cars, two Sd Kfz 234/1, and two Sd Kfz 234/4.

On 17 April, 'Clausewitz' was reorganized into two new battle groups in order to continue offensive operations against the advancing Allied armies. The first group, *Panzerkampfgruppe* 'Wallenberg', was formed from the remnants of 'Feldherrnhalle' and 'Großdeutschland'. The second group, *Panzerkampfgruppe* 'von Benningsen', was composed of *Kampfgruppe* 'Putlos' and *Panzer-aufklärungs-Abteilung* 'Elbe'. Finally, nearly two weeks after the initial orders to form the division had been issued, *Panzerdivision* 'Clausewitz' was assembled, organized, and ready to conduct true offensive operations.

The units that would comprise 'Wallenberg' had been engaged against American troops near Brome from roughly 12 to 16 April. By 16 April, they were down to roughly three days of food rations and their fuel levels were dangerously low. Despite the critical supply situation, 'Wallenberg' continued its desperate advance toward the Weser-Elbe Canal. While the advance was initially somewhat successful, Allied resistance quickly stiffened. By 17 April the *Kampfgruppe* reported that it had been unable to cross the canal. In reality, its situation was far more dire as the unit had actually been encircled by Allied forces. 'Wallenberg' continued to attempt its advance against strong resistance on 18 April and 19 April, but Allied artillery and anti-tank guns began to take their toll. By 20 April, 'Wallenberg' had been effectively annihilated with the survivors breaking out toward Brome the next day.

On 18 April, 'von Benningsen' attempted its own attack to the southeast of Uelzen along with the divisional command, but also ran into strong American resistance. Because the *Kampfgruppe* was essentially advancing without strong support, it found itself surrounded on 20 April near Wittingen. Undeterred, 'von Benningsen' continued its advance. Against all odds, the unit managed to cross the Weser-Elbe canal near Fallersleben and establish a bridgehead, but the unit's strength was spent. Shortly after crossing the canal the advance was halted for good by strong Allied resistance, and by 21 April 'von Benningsen' had been completely destroyed – including the divisional headquarters.

While the armoured strength of 'Clausewitz' had been spent on counter-attacks to the south, the foot infantry continued to fight the British east of Uelzen near Rätzlingen. British pressure eventually forced the infantry to retreat on 20 April, and by 21 April the infantry group that managed to escape the British was the last remaining divisional element. The remaining elements were re-designated *Panzergranadier Brigade* 'Clausewitz', and continued to conduct defensive operations in the vicinity of Lübeck until its capture on 2 May 1945. The remaining German troops in the area, including the remnants of 'Clausewitz' surrendered on 5 May only a few days before the official end of hostilities in Europe.

CLAUSEWITZ PANZERDIVISION TANK STRENGTH

PANZERKAMPFGRUPPE VON BENNINGSEN

7X PANZER IV J



12X PANTHER G



2X TIGER I E



4X PANZER IV/70 (V)



1X JAGDPANZER IV 1X STUG G



PANZERKAMPFGRUPPE WALLENBERG

10X PANTHER G



5X JAGDPANTHER



20X STUG G



PANZERDIVISION CLAUSEWITZ SPECIAL RULES

Panzerkampfgruppe Wallenberg and Panzerkampfgruppe Von Benningesen use all the of the German special rules on pages 241 to 245 of the rulebook.



GERMAN INFRA-RED EQUIPMENT

The ability to conduct effective offensive operations at night has long been recognized as a tactical advantage. However, until the 20th Century there had been no effective way to permit people to retain anything approaching their daylight levels of visual acuity during night-time operations. New technological developments including cathode ray tubes and oscillators meant that by the 1930's night vision devices had entered the realm of feasibility.

Once the initial concept had been proven, the world's militaries began work on systems which could be applied to field operations. In Germany, AEG began development of an active infrared sighting device in 1935. The basic system consisted of an infrared searchlight coupled with an image converter which served as the actual sighting device. Though the system had been demonstrated to the German Military in 1940, there was no real official interest until the Germans needed new tactics to counter Soviet night-time operations in 1942.

In February 1943 Heinz Guderian was promoted to Inspector General of the Armoured Forces, and took a more active interest in the night vision program. By the end of 1943 the FG 1250 sight, which utilized a 30cm (12") infrared searchlight, was ready for use on armoured fighting vehicles. It was to be coupled with a more powerful 60cm (24") infrared searchlight fitted on the Sd Kfz 251 half-track. As with any new technology the costs were high, the units were temperamental, and mass production was very difficult. As a result of these issues, production of the smaller sights did not begin in earnest until mid-1944.

Starting in late 1944, between 50 and 63 Panther tanks were equipped with the new night vision sights in preparation for deployment to active combat. The sight was attached to the commander's cupola, which was modified to accept the new equipment. Some modern references show multiple night vision devices attached to Panther tanks including sights for the gunner and driver, but

additional research has demonstrated this configuration was never considered for a variety of reasons including the cost of the individual units. A driver's scope was under development, but was inferior in quality to the standard FG 1250 scope and was not used in combat.

Training of units to utilize the new technology was also fraught with issues. A deteriorating war situation in Hungary resulted in the first trainee units being deployed without the infra-red equipment. Guderian was also concerned that the Western Allies had infrared detection equipment of their own and would be able to counter any attack using the active night vision equipment. He therefore preferred to use the equipment on Eastern Front instead.

Known operational use of the infrared equipment was very limited. The third company of 6th Panzer Division's panzer regiment utilized the gear in Hungary while three other companies (*1. Kompanie/29. Panzerregiment of Panzerdivision Müncheberg*, *1. Kompanie/130. Panzerregiment of Panzer Lehr Division*, and *4. Kompanie/11. Panzerregiment of 6. Panzerdivision*) used the scopes during the battles at the Seelow Heights and the Battle of Berlin.

German and British, US, and Soviet accounts also mention their use in other places and times, but sparse and often unreliable records make it difficult to verify many of these actions.

The panzers were not the only troops to be issued infra-red equipment. An infra-red scope had also been developed for use with the StG 44 assault rifle. Small numbers of StG 44 assault rifles were fitted with the ZG 1229 *Vampir* (Vampire) infrared night-vision device. Some MG 42 machine-guns were also fitted with the ZG 1229 *Vampir*. The grenadiers carrying this were known as *Nachtjäger* (night-hunters). As well as the sight and infrared spotlight, the grenadier also had to carry a wooden cased battery for the light, and a second battery fitted inside a gas mask container for the image converter. The battery case was strapped to a pack frame.





GERMAN INFRA-RED SPECIAL RULES

INFRA-RED EQUIPMENT

Infra-red equipment allows troops to see further at night, using a spectrum of light not seen with the naked eye. This equipment allowed panzers to launch local spoiling attacks at night in conjunction with infra-red ZG 1229 *Vampir* (Vampire) equipped infantry.

A player commanding a German company equipped with teams with Infra-red Equipment may elect to make a Night Attack in any mission. If they do so, their company has the Always Attack special rule (see page 257 of the rulebook). If a player that makes a Night Attack is the attacker, the game starts in Darkness and uses the Dawn rules (see page 273 of the rulebook).

When making a Night Attack all German platoons with Infra-red Equipment can use the Spearhead special rule (see page 261 of the rulebook).

INFRA-RED VISIBILITY

Some Panther units received training and equipment for night fighting with FG 1250 infra-red sight and 30cm infrared searchlight.

When rolling on the Night Visibility Table (see page 272 of the rulebook), roll a second dice if the platoon has Infra-red Equipment. Teams with Infra-red Equipment use the highest result of the two dice. Teams in the platoon without Infra-red Equipment must use the first result.

INFRA-RED SEARCHLIGHT

In August 1944 a 60cm Infra-Red searchlight mounted on a Sd Kfz 251/20 'Uhu' half-track was introduced to illuminate targets for infra-red equipped tanks.

In the Shooting Step, a Sd Kfz 251/20 (Uhu) half-track picks an enemy team within 24"/60cm and in Line of Sight. Any teams with Infrared Equipment that use the selected team to calculate their score to hit are not restricted by their roll on the Night Visibility Table (see page 272 of the rulebook). They can see that team at up to 24"/60cm distance, although the team is still concealed. Hits can be allocated to any valid target in the target platoon within 24"/60cm of the shooting team.

In the next Shooting Step, enemy teams with infra-red equipment in Line of Sight can see the Sd Kfz 251/20 (Uhu) half-track at any distance, but it is still concealed.

UHU SEARCHLIGHT HALF-TRACK

The Sd Kfz 251/20 'Uhu' half-track is there to do one job only, to illuminate targets with its Infra-red searchlight. Once morning has broken it retreats to the rear.

Sd Kfz 251/20 (Uhu) half-track is an Independent team.

In any game played entirely in Daylight, a Sd Kfz 251/20 (Uhu) half-track is not deployed on table and takes no part in the game.

In any game played entirely in Darkness, a Sd Kfz 251/20 (Uhu) half-track remains on the table for the entire game.

A Sd Kfz 251/20 (Uhu) half-track is removed from play at the start of a turn in which Daylight begins (see the Dawn rules on page 273 of the rulebook).

A Sd Kfz 251/20 (Uhu) half-track is not Deployed at the start of a game using the Dusk rules. Instead, it is placed on the table within command distance of its platoon at the start of a turn in which night has fallen (see the Dusk rules on page 273 of the rulebook).



PANZERKAMPFGRUPPE WALLENBERG

TANK BATTLEGROUP WALLENBERG

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Panzer Kampfgruppe
Wallenberg 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 Platoon

StuG Platoon

ARMOUR



Panther Platoon

StuG Platoon

ARMOUR



Panther Platoon

StuG Platoon

ARMOUR OR INFANTRY



Jagdpanther Platoon

Panzer Sturm Platoon

Gepanzerte
Panzer Grenadier Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT



Panzer Anti-aircraft
Gun Platoon

SUPPORT PLATOONS

INFANTRY



Panzer Sturm Platoon

Gepanzerte
Panzer Grenadier Platoon

Volks Sturm Platoon

Panzer Grenadier
Platoon

INFANTRY



Panzer Sturm Platoon

Gepanzerte
Panzer Grenadier Platoon

Volks Sturm Platoon

Panzer Grenadier
Platoon

ARTILLERY



Panzer Sturm Mortar
Platoon

Panzer Sturm Heavy
Platoon

ANTI-AIRCRAFT



Panzer Sturm FlaK
Platoon

ANTI-AIRCRAFT



Panzer Sturm FlaK
Platoon

AIRCRAFT



Air Support



MOTIVATION AND SKILL

Panzerdivision 'Clausewitz' fought in two Panzer Kampfgruppen (Armoured Battle Groups) collecting all their mobile troops in these two groups. The troops of Kampfgruppe Wallenberg were made up of experienced panzer troops from 106. Panzer-Brigade 'Feldherrnhalle' and Panzerjäger-Abteilung 'Großdeutschland'. Panzer Kampfgruppe Wallenberg is rated as Reluctant Veteran.



PANZER KAMPFGRUPPE
WALLENBERG

- | | |
|-----------|-----------|
| RELUCTANT | CONSCRIPT |
| CONFIDENT | TRAINED |
| FEARLESS | VETERAN |

HEADQUARTERS

PANZER KAMPFGRUPPE WALLENBERG HQ

HEADQUARTERS

1 Panther G	170 points
1 StuG G (late)	85 points

OPTION

- Add Infra-red Equipment to Panther G tank for +10 points.



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

The armoured component of *Panzer Kampfgruppe Wallenberg* came from 106. Panzer-Brigade and Panzerjäger-Abteilung 'Großdeutschland' giving them a mix of Panther tanks and StuG assault guns.

COMBAT PLATOONS

PANTHER PLATOON

PLATOON

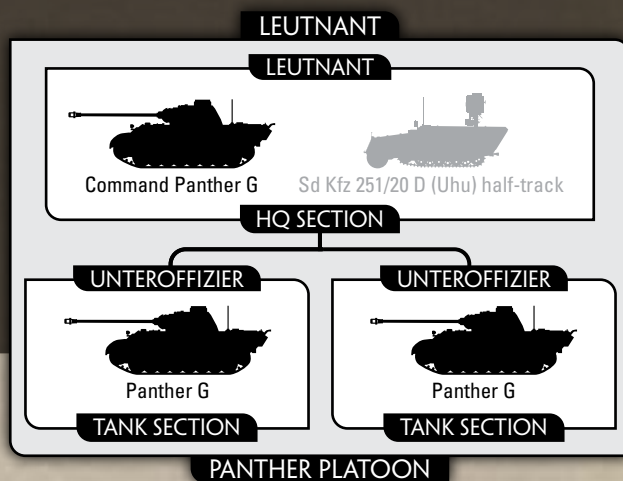
3 Panther G	505 points
2 Panther G	335 points

OPTIONS

- Add Infra-red Equipment to all Panther G tanks for +10 points per tank.
- Add Sd Kfz 251/20 (Uhu) half-track for +5 points.

A Sd Kfz 251/20 (Uhu) half-track is an Independent team.

The Panther tanks were part of the mixed *II. Abteilung, Panzer-Regiment 'Feldherrnhalle'*, which had one company of tanks and three companies of armoured Panzergrenadiers.

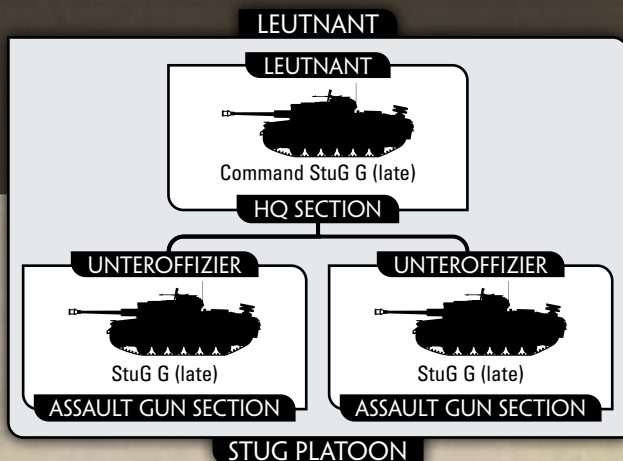


STUG PLATOON

PLATOON

3 StuG G (late)	260 points
2 StuG G (late)	175 points

The StuG assault guns of the *Kampfgruppe* came from *Panzerjäger-Abteilung 'Großdeutschland'*. These StuG assault guns formed a company in the battle group.





JAGDPANTHER PLATOON

PLATOON

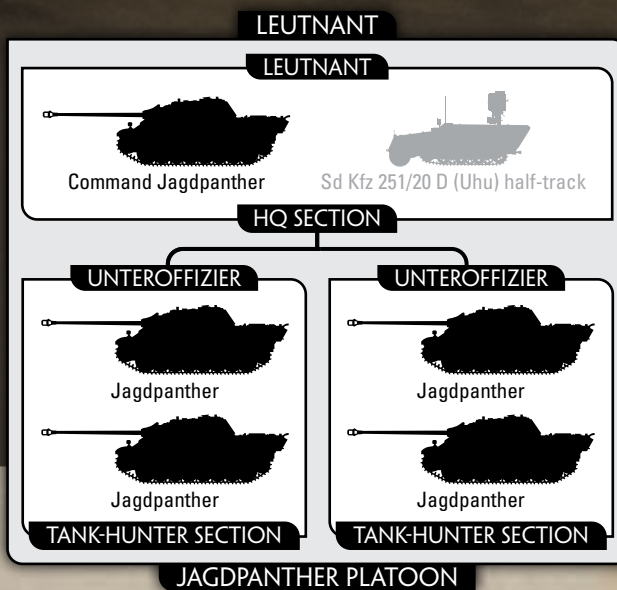
5 Jagdpanther	1050 points
4 Jagdpanther	840 points
3 Jagdpanther	630 points
2 Jagdpanther	420 points
1 Jagdpanther	210 points

OPTIONS

- Add Infra-red Equipment to all Jagdpanther tank-hunters for +10 points per tank-hunter.
- Add Sd Kfz 251/20 (Uhu) half-track for +5 points.

A Sd Kfz 251/20 (Uhu) half-track is an Independent team.

When *Panzerdivision 'Clausewitz'* was forming it received five Jagdpanther tank-hunters along with 10 Panthers to begin the equipping of the division with armoured vehicles.



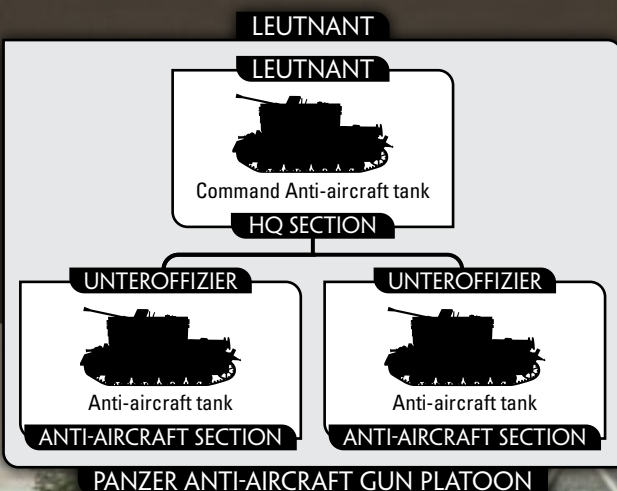
WEAPONS PLATOONS

PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Möbelwagen	150 points
2 Möbelwagen	100 points
3 Ostwind	160 points
2 Ostwind	105 points

Panzerdivision 'Clausewitz' received five 3.7cm FlaK gun armed anti-aircraft tanks when it was forming. These may have been either Möbelwagen or Ostwind vehicles.



SUPPORT PLATOONS

PANZERSTURM PLATOON

PLATOON

HQ Section with:

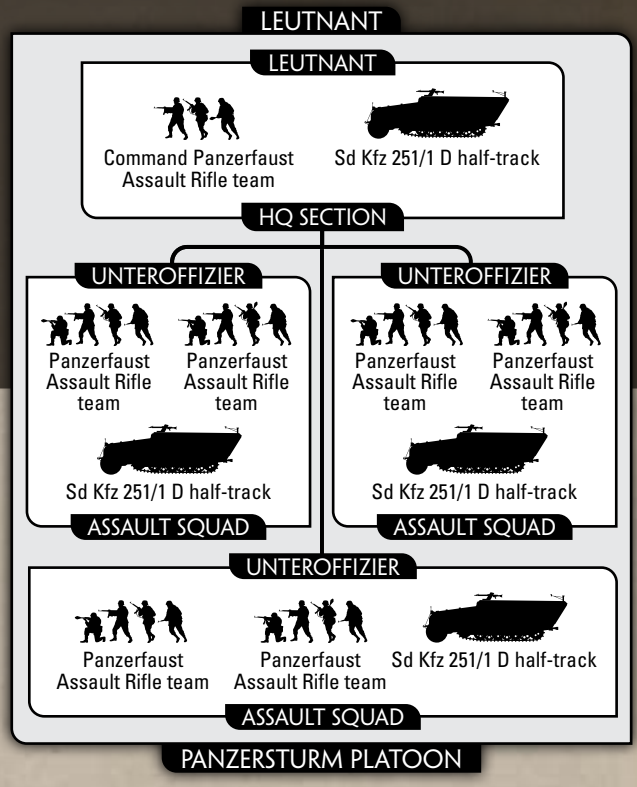
3 Assault Squads	240 points
2 Assault Squads	170 points

OPTION

- Equip all Panzerfaust Assault Rifle teams and Sd Kfz 251/1 D half-tracks with Infra-red Equipment for +10 points for the platoon.

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

The FHH brigade's two *Panzersturmkompanien* (armoured assault companies) were a new concept when first formed. They merge the assault firepower of the StG44 assault rifle with the mobility and long-ranged firepower of the Sd Kfz 251 half-track. The result is ideal for an aggressive assault role. The half-tracks get the troops close, then cover them as they dismount and assault. As they are also equipped with *Panzerfaust* anti-tank launchers, the *Sturm* platoons are capable of taking on almost any threat.



PANZERGRENADIER PLATOON

PLATOON

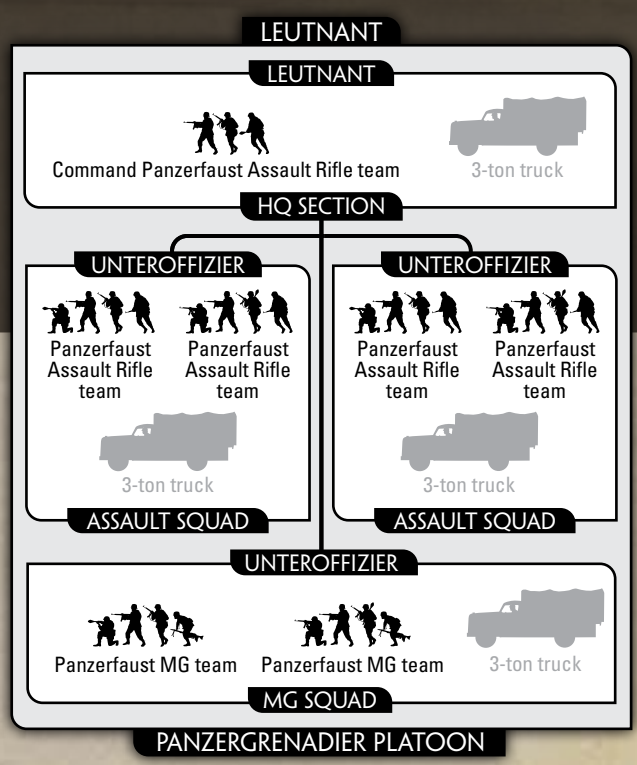
HQ Section with:

2 Assault Squads and 1 MG Squad	205 points
2 Assault Squads	150 points

OPTION

- Add 3-ton trucks for +5 points for the platoon.

A company of Panzergrenadiers from either *Panzergranadierregiment 'Feldherrnhalle' 1*, or *Panzergranadierregiment 42* was attached to *Kampfgruppe 'Wallenberg'*. Both these regiments lacked trucks, but may have had enough to equip one company to join the mobile battle group. These Panzergrenadiers were organised with the 1944 organisation. Platoons contained two assault squads armed with StG44 assault rifles and one machine-gun squad with two MG42 machine-guns.





GEPANZERTE PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

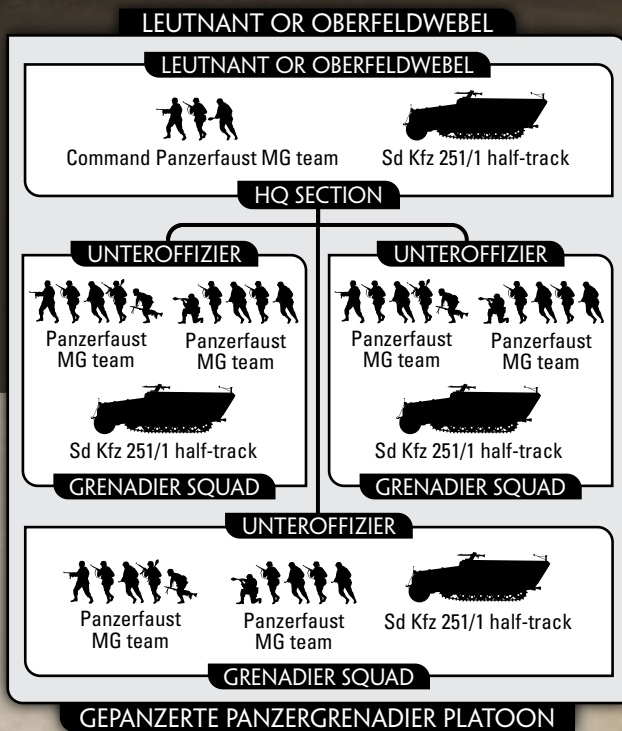
3 Grenadier Squads	215 points
2 Grenadier Squads	155 points

OPTION

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

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

The third company of the Panzergrenadier battalion differs considerably from the usual *Panzergrenadierkompanie* (armoured grenadier company). Instead of three infantry platoons supported by a heavy platoon, it has two of them backed by two anti-aircraft platoons. This unusual arrangement provides the brigade with plentiful long-range firepower to back up the assault companies.

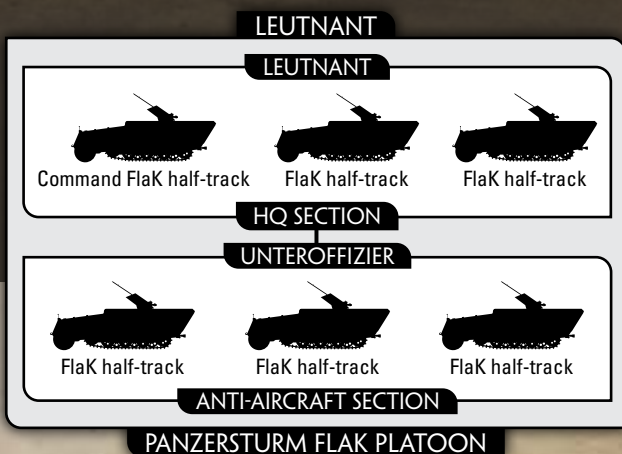


PANZERSTURM FLAK PLATOON

PLATOON

6 Sd Kfz 251/17 (2cm)	220 points
3 Sd Kfz 251/17 (2cm)	110 points
6 Sd Kfz 251/21 (Triple 15mm)	240 points
3 Sd Kfz 251/21 (Triple 15mm)	120 points

Dual-purpose Sd Kfz 251/21 anti-aircraft half-tracks mount triple 15mm MG151 cannon originally produced for fighter aircraft. The light-weight weapon lacks the punch of the heavier 2cm FlaK38 mounted in the Sd Kfz 251/17, but makes up for it in sheer rate of fire.



PANZERSTURM MORTAR PLATOON

HQ Section with:

4 12cm sGW43

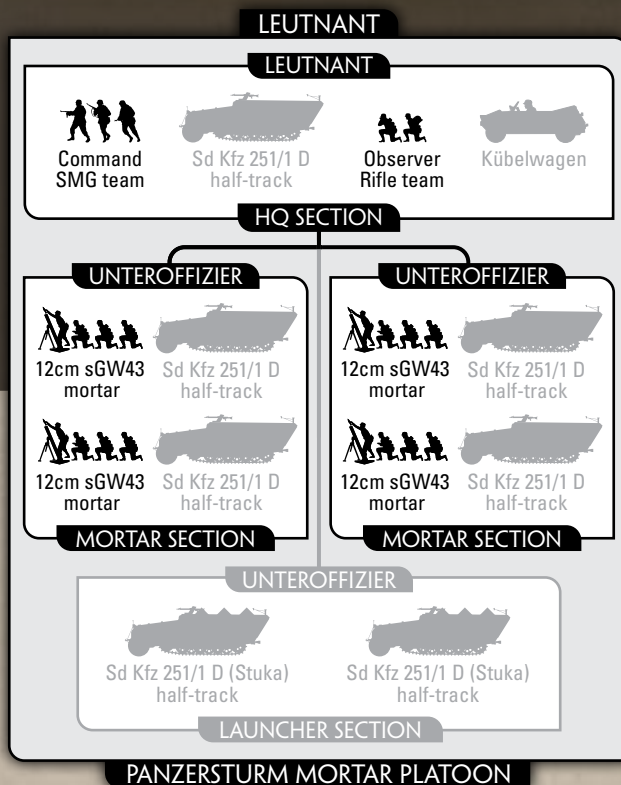
140 points

OPTIONS

- Add Sd Kfz 251/1 D half-tracks and Kübelwagen for +25 points for the platoon.
- Add up to two Sd Kfz 251/1 D (Stuka) half-tracks for +30 points per half-track.

Each Sd Kfz 251/1 D (Stuka) half-track fires a bombardment completely separate from the rest of the Panzer Sturm Mortar Platoon using the Stuka zu Fuss rules on page 245 of the rulebook. A Sd Kfz 251/1 D (Stuka) half-track cannot act as the Spotting team for the 12cm sGW43 mortars, nor can the mortars or the Observer team act as the Spotting team for a Sd Kfz 251/1 D (Stuka) half-track.

The only artillery in the brigade are the heavy mortar platoons of the Panzergrenadier battalion. The speed and intensity of their bombardments complements the brigade's aggressive approach to battle. When even more punch is required, the *Stuka zu Fuss* (the ground-pounder's dive bomber) unleashes its six 28cm rockets. The rockets are a one-shot weapon, but when each rocket contains as much explosive as an aircraft bomb, it doesn't matter!



PANZERSTURM HEAVY PLATOON

HQ Section with:

Gun Section and Mortar Section

160 points

Panzer Sturm Heavy Platoons may make Combat Attachments to Panzer Sturm Platoons.

The long-range firepower of the *Panzer Sturmkompanie* is significantly boosted by the heavy platoon. The mortar section provides close-in artillery support, while the gun section moves in close and knocks out heavy machine-gun and anti-tank nests as the infantry closes in for the kill.



PANZERKAMPFGRUPPE VON BENNINGSEN

TANK BATTLEGROUP VON BENNINGSEN

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Panzer Kampfgruppe
von Benningesen HQ 53

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

COMBAT PLATOONS

ARMOUR



Panther Platoon 47

Panzer Platoon 53

ARMOUR



Panther Platoon 47

Panzer Platoon 53

Panzerjäger Platoon 53

ARMOUR



Panther Platoon 47

Panzerjäger Platoon 53

ARMOUR, INFANTRY, OR RECONNAISSANCE



Schwere Panzer
Platoon 54

Gepanzerte
Panzergranadier Platoon 50

Aufklärungs Platoon 54

WEAPONS PLATOONS

ANTI-AIRCRAFT



Panzer Anti-aircraft
Gun Platoon 48

SUPPORT PLATOONS

INFANTRY



Aufklärungs Platoon 54

Gepanzerte
Panzergranadier Platoon 50

Volkssturm Platoon 57

INFANTRY



Aufklärungs Platoon 54

Gepanzerte
Panzergranadier Platoon 50

Volkssturm Platoon 57

ANTI-TANK



Aufklärungs Anti-tank
Gun Platoon 56

RECONNAISSANCE



Panzerspäh Platoon 55

Half-tracked
Panzerspäh Platoon 54

Heavy Panzerspäh
Platoon 55

ARTILLERY



Aufklärungs Cannon
Platoon 56

Self-propelled Infantry
Gun Platoon 56

AIRCRAFT



Air Support 57

MOTIVATION AND SKILL

Panzerdivision Clausewitz fought with two Panzer Kampfgruppen (Armoured Battle Groups), the second of these was Kampfgruppe von Benningsen which was formed around the instructors and students of the Putlos gunnery tank school. Panzer Kampfgruppe von Benningsen is rated as Reluctant Veteran.



PANZER KAMPFGRUPPE VON BENNINGSEN

- | | |
|-----------|-----------|
| RELUCTANT | CONSCRIPT |
| CONFIDENT | TRAINED |
| FEARLESS | VETERAN |

HEADQUARTERS

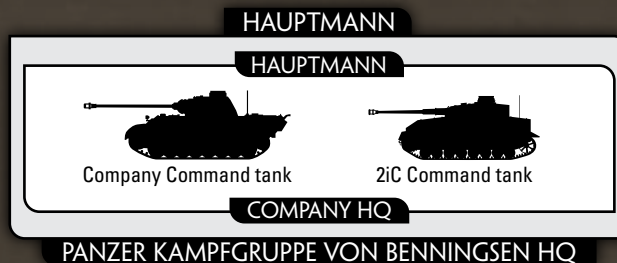
PANZER KAMPFGRUPPE VON BENNINGSEN HQ

HEADQUARTERS

1 Panther G and 1 Panzer IV J	250 points
1 Panther G	170 points
2 Panzer IV J	155 points
1 Panzer IV J	80 points

OPTION

- Add Infrared equipment to Panther G tank for +10 points.



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

The core of *Panzer Kampfgruppe von Benningsen* came from *Kampfgruppe Putlos*, which was armed with a variety of tanks including Panzer IV, Panther, Tiger tanks and assault guns.

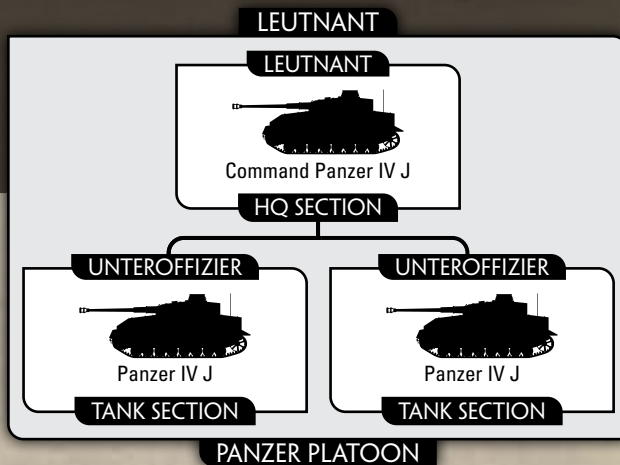
COMBAT PLATOONS

PANZER PLATOON

PLATOON

3 Panzer IV J	235 points
2 Panzer IV J	155 points

The *kampfgruppe* had seven Panzer IV J tanks organised into a couple of platoons, with the likelihood that some may have been used as command tanks.

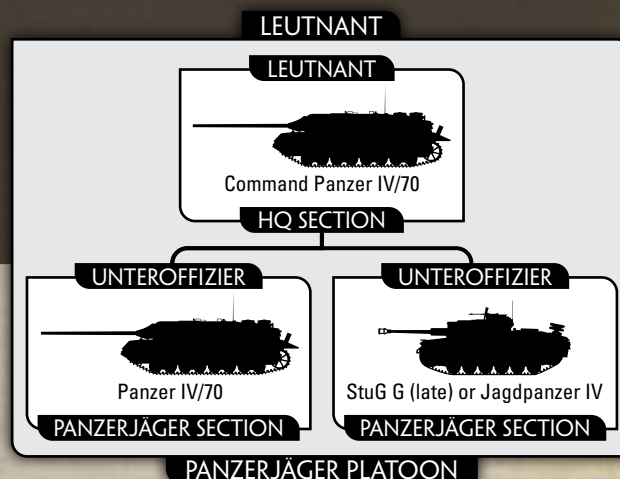


PANZERJÄGER PLATOON

PLATOON

2 Panzer IV/70 (V) and 1 StuG G (late)	345 points
2 Panzer IV/70 (V) and 1 Jagdpanzer IV	340 points

The *kampfgruppe* also had a mix of tank-hunters and assault guns with four Panzer IV/70 (V) and one Jagdpanzer IV tank hunter and one StuG G assault gun.

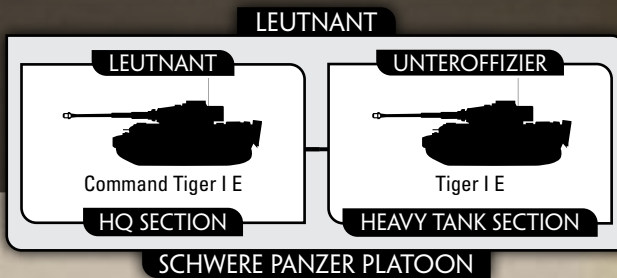


SCHWERE PANZER PLATOON

PLATOON

2 Tiger I E	360 points
1 Tiger I E	180 points

A *Kampfgruppe* von *Benningsen* *Schwere Panzer Platoon* does not use the *Tiger Aces* special rules.



The *Kampfgruppe* had two Tiger I E heavy tanks with its Panther company.

AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

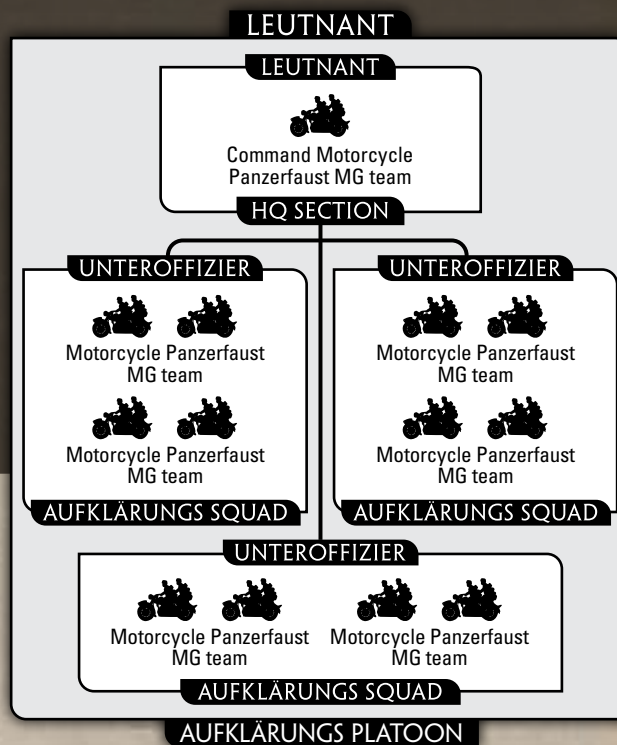
3 Aufklärungs Squads	285 points
2 Aufklärungs Squads	200 points

OPTIONS

- Replace Command Motorcycle Panzerfaust MG team with a Command Motorcycle Panzerfaust SMG team at no cost.
- Replace all Motorcycle teams with the equivalent Schwimmwagen teams for +5 points for the platoon.

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

You may model your Motorcycle teams with *Kubelwagen* jeeps instead of motorcycles. They are based the same way as the Motorcycle teams and use the same rules.



The other main element of *Panzer Kampfgruppe von Benningsen* was the troops of *Panzer-Aufklarungs-Abteilungen*

'*Elbe*'. These troops, despite their title were motorised rather than armoured, though they did have substantial support from their armoured cars.

SUPPORT PLATOONS

HALF-TRACKED PANZERSPÄH PLATOON

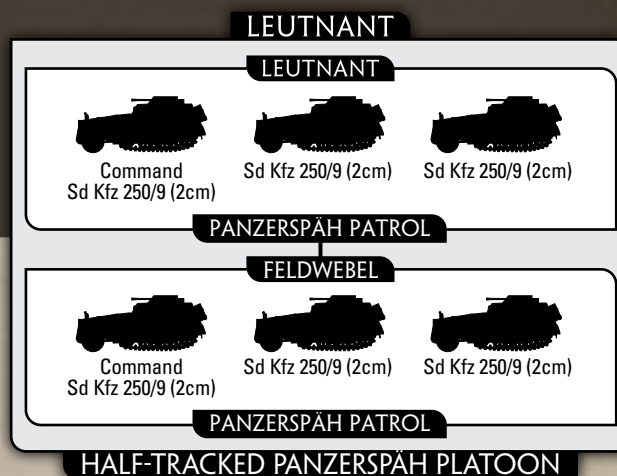
PLATOON

2 Panzerspäh Patrols	170 points
1 Panzerspäh Patrol	85 points

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

Panzerspäh Patrols are *Reconnaissance Platoons*.

The bulk of *Panzer-Aufklarungs-Abteilungen 'Elbe'* armoured cars were Sd Kfz 250/9 half-tracks. They only had one normal



Sd Kfz 250 half-track, so even the command armoured cars were Sd Kfz 250/9 half-tracks.

PANZERSPÄH PLATOON

PLATOON

4 Panzerspäh Patrols	220 points
3 Panzerspäh Patrols	165 points
2 Panzerspäh Patrols	110 points
1 Panzerspäh Patrols	55 points

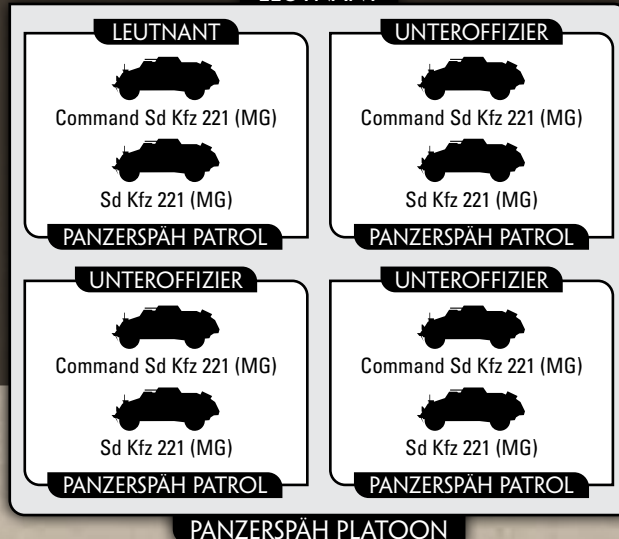
OPTION:

- Replace one Sd Kfz 221 (MG) in up to two Panzerspäh patrols with a Sd Kfz 222 (2cm) for +5 points per patrol.

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

Panzerspäh Patrols are Reconnaissance Platoons.

LEUTNANT



Panzer-Aufklarungs-Abteilungs 'Elbe' also had six Sd Kfz 221 and two Sd Kfz 222 light armoured cars. These were likely organised in patrols of two vehicles, with two patrols getting the heavier firepower of the 2cm armoured Sd Kfz 222 armoured car.

HEAVY PANZERSPÄH PLATOON

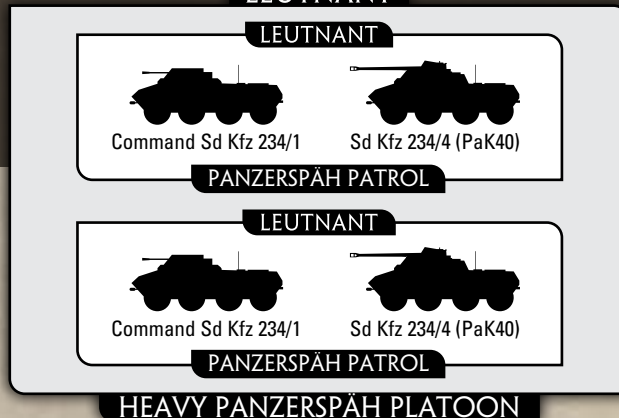
PLATOON

2 Panzerspäh Patrols	200 points
1 Panzerspäh Patrol	100 points

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

Panzerspäh Patrols are Reconnaissance Platoons.

LEUTNANT



Panzer-Aufklarungs-Abteilungs 'Elbe' had two each of Sd Kfz 234/1 and Sd Kfz 234/4 8-wheeled heavy armoured cars. These were organised into two patrol of one of each vehicle.

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.



AUFKLÄRUNGS CANNON PLATOON

PLATOON

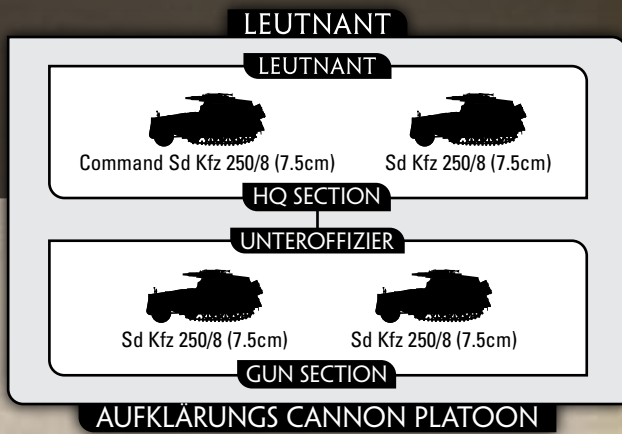
4 Sd Kfz 250/8 (7.5cm)

140 points

2 Sd Kfz 250/8 (7.5cm)

70 points

Despite the infantry of *Panzer-Aufklarungs-Abteilung 'Elbe'* being mounted in light cars and motorcycles, they were able to call on self-propelled support weapons. The battalion had four Sd Kfz 250/8 half-tracks armed with the 7.5cm cannon, ideal for direct infantry support.



SELF-PROPELLED INFANTRY GUN PLATOON

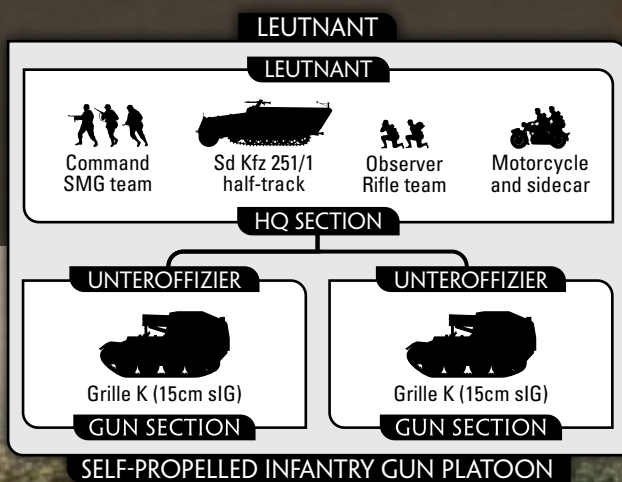
PLATOON

HQ Section with:

2 Grille K (15cm sIG)

150 points

The infantry of the *kampfgruppe* could also further rely on heavy support from a pair of Grille K self-propelled heavy infantry guns. These pack a massive punch and are ideal for knocking out stubborn strong-points.



AUFKLÄRUNGS ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40

140 points

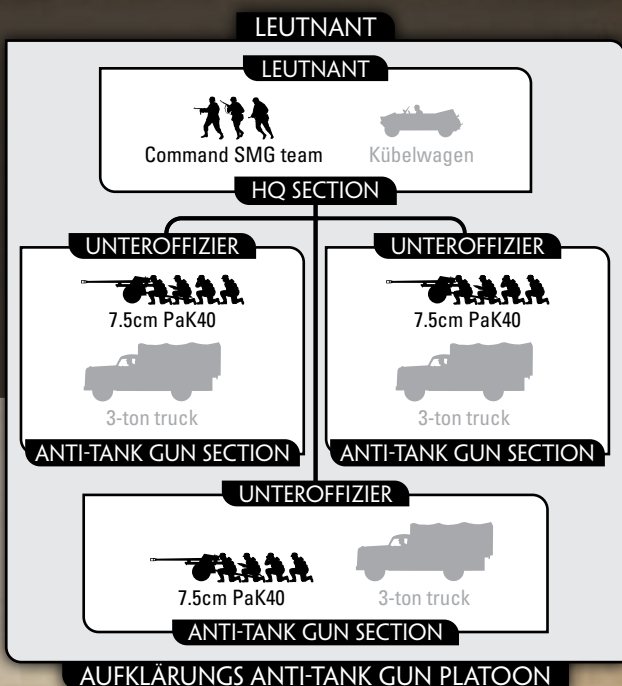
2 7.5cm PaK40

95 points

OPTION

- Add Kübelwagen and 3-ton trucks for +5 points for the platoon.

Finally the *Aufklärungs* troops also had their own 7.5cm PaK40 heavy anti-tank guns to knock out enemy tanks.





VOLKSSTURM PLATOON

PLATOON

HQ Section with:

4 Volkssturm Squads	105 points
3 Volkssturm Squads	85 points

OPTION

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

LOCAL MILITIA

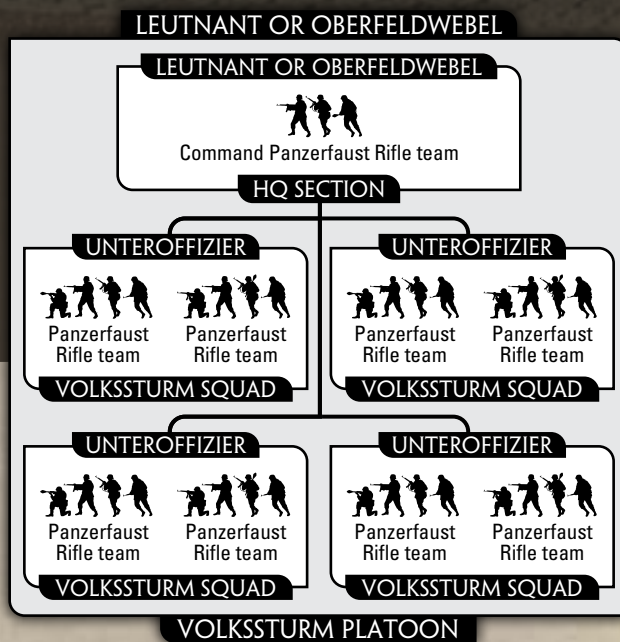
Volkssturm Platoons do not use the German Stormtroopers or Mission Tactics special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

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

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

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

RELUCTANT | **CONSCRIPT**

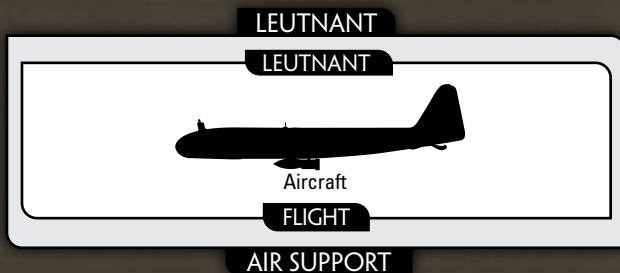


With the tide of war now against Germany, the *Volkssturm* (People's Assault, the last line Militia) represent its last line of defence. The *Volkssturm* was drawn from ranks of the population previously considered unfit for military service, including younger boys (aged 13-18) and older men (many of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

AIR SUPPORT

SPORADIC AIR SUPPORT

Arado 234 B	110 points
Me 262 A2a Sturmvogel	105 points
FW 190 F	100 points
Ju 87D Stuka	100 points



HIGH-SPEED JET

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

Despite the Luftwaffe being on its last legs, Arado bombers armed with 1000kg bombs were still able to make the occasional appearance of the battlefields of Germany.



2. MARINE-GRENADIERDIVISION

By January 1945 the German army was desperately short on manpower. On 20 January 1945 it was decided that 20,000 members of the *Kriegsmarine* (Navy) would be transferred to Denmark to free up 22 army replacement battalions to be deployed on the eastern front. Then nine days later *Großadmiral* Donitz requested that instead of being incorporated into the army these men would be used to form several naval divisions, and Hitler agreed.

These men were of good quality and morale with the average age being only 20 years old. The second division to be formed for the *Kriegsmarine* recruits was 2. *Marine-Grenadierdivision*. Its initial reported strength was around 10,000 men. These men were organized into three infantry regiments as well as a fusilier battalion. Divisional support formations included an artillery regiment, a *panzerjäger* battalion with 7.5cm Pak40 anti-tank guns, a pioneer battalion, and other standard supply and signal troops.

Due to chronic equipment shortages the division was not

ready for deployment until April. By the time they were fully equipped the situation on the western front had become dire with the allies having breached the Rhine defences and surrounded Model's Army Group B. In light of this on 31 March 1945 Hitler agreed to assign the division to *Heersgruppe H*, commanded by Kurt Student. Student had the Marines facing what was expected to be the main British thrust aimed at capturing key bridges over the Weser and Aller rivers.

The Marines began deploying on 4 April 1945. Upon their arrival small delaying forces were deployed to defend the Weser. The only heavy fire support the Marines had available at the time were the heavy and light flak guns from *Flakregiment 122(E)* (Railway Anti-aircraft Regiment). The rest of the Division was left to defend the Aller.

After taking the city of Leese from the 12th *Hitlerjugend SS* training battalion the British 11th Armoured Division struck north and headed for Nienburg where a battalion of Marines

were stationed. South of Nienburg at the village of Husum a company of Marines from the 1st battalion 6th regiment would be the first to receive their baptism by fire.

The very next day the Marines who were stationed in and around the town of Hoya on the Weser were attacked by the 53rd Welsh Division. At 0900 the British, under cover of artillery, made their assault across the river which was initially unopposed but later took heavy fighting to consolidate. By the end of the day the British were completing operations to bridge the Weser.

Kapitan Zur See Herman Jordan, who commanded the 5th Marine Infantry Regiment at Rethem, decided that the town was to be defended in two layers. The first layer would consist of strongholds based around flak or anti-tank guns while infantry in platoon or company strength would be placed in the surrounding villages and hamlets to block the main routes into the city. The company dug-in at the railway station had in support 10.5cm Flak 39 anti-aircraft guns on railway flatcars along with a number of light flak guns.

On the morning on 10 April the British 53rd Welsh Division began their advance on the Aller. The initial British advances to their main objective, the town of Rethem, were pushed





**Marine-Grenadierregiment 6.
Defence of Rethem**

back by a torrent of fire from the defending marines. Several Welsh companies from the 1/5th battalion were pinned down or thrown back in the initial foray. Later in the day the British switched their focus from Rethem to the surrounding outposts. They were able to overwhelm the marines' two outermost strongpoints in bitter fighting during which the marines exacted heavy casualties on the British for every inch of ground given. With daylight running out the British, with the assistance of a number of artillery batteries, again attempted to seize Rethem. This attack met much the same fate as their other attempts of Rethem, it was pushed back by machine-gun fire from the remaining outposts.

The next attack mounted by the British on Rethem was done under the cover of darkness on the night of 10-11 April. It was hoped the darkness would allow the British to advance over the open ground close enough to overwhelm the Germans. This plan started off well as the two leading companies advanced without drawing any fire. As soon as the British reached the outskirts of Rethem, the marines manning the remaining strongpoints opened up with murderous fire. The British were close enough to engaged the Germans in hand-to-hand combat. Never the less the Marines held on.

In light of the heavy fighting of the previous day, the British assigned a new battalion to the attack of Rethem, the 2nd Battalion, Monmouthshire Regiment. To assist a squadron of Cromwell and Firefly tanks were allocated to the attack

as well as air and artillery support. The attack started off quietly, but escalated into a firefight that saw the British pinned down by overwhelming German fire. By the end of the day little progress had been made and the British disengaged. The road bridge at Rethem was also destroyed during the fighting.

Kapitan Zur See Jordan was, however, down to about 200 able bodied Marines from his original 600. He knew they would not be able to resist the next British attack, so on the night of 11-12 April he withdrew the battered battalion back across the Aller having successfully denied the British the town's bridge.

On the Marine division's southern flank the Fusilier battalion came into contact with the enemy on 10 April. The British had determined that the way to secure a bridgehead across the Aller was to advance the 1st Commando Brigade during the night and capture a rail bridge near Wesel. In the waning hours of 10 April the commandos set off and due to an incomplete demolition of the railway bridge at Hademstorf the British were able to get a small foothold across the Aller.

The marines counter attacked the British thrust using the dense forest as cover for their advance and were only beaten back by artillery fire. The Commandos then launched a daring charge into the German positions defending the road bridge manned by men of the two *Festungs PaK* (fortress ant-

tank) companies and overwhelmed the German defenders. This meant that the British could now use the bridge to bring both tanks and more men into the fight. This bridgehead was subjected to another counterattack from Marines supported by two Hetzer tank-hunters. This was eventually forced back by artillery fire.

The next day the British consolidated their troops on the eastern bank of the Aller at Wesel to defend the road bridge they had won the day before. The Germans reinforced the defence and sent a lone Tiger, numbered F02, to block the main road leading out of the bridgehead. The British then tried to break out of the bridgehead by sending armour up the main road, but were met by the Tiger. The Tiger destroyed a Comet and a scout car before the British disengaged.

With the bridge at Rethem destroyed the 53rd Welsh were forced to look elsewhere for a crossing point. On the night of 11-12 April the 4th Battalion, Welch Regiment began crossing at the town of Westen about 8km north of Rethem. This crossing was successfully made with only light resistance met in the darkness. The Hungarians defending the bridge were easily overcome by the British and it wasn't until the morning that the Germans were able to move up reinforcements. The British then fought their way into Otersen which secured their bridgehead by midday. Then the British began to attack south along the Aller and quickly overcame German resistance or simply bypassed it.

The British had made substantial gains by nightfall, but were stopped by a determined Marine resistance at Gross Hauslingen about 6km south of their bridgehead.

The next day several British infantry companies from the battalion engaged at Gross Hauslingen bypassed the Marines to attack the town of Altenwahlingen, on the opposite bank of the Aller from the now captured town of Rethem. Two companies of Marines were available to defend Altenwahlingen, supported by four 10.5cm Flak39 anti-aircraft guns. The ensuing fight began in pitch black, but British Wasp flame-throwers soon illuminated the battle as they burnt their way through the town, gradually forcing the Marines back.

13 April also saw action at the Wesel bridgehead with the British attempting to expand their foothold across the Aller while further bridging operations were conducted. The 46th Royal Marine Commando (RM) attacked the city of Hademstorf to the west and drove the German defenders out. Another attack was mounted to the north along the road defended by Tiger F02, which and the Comets of the 29th Armoured Brigade were able to destroy. Despite this success, they still met fierce resistance from the SS troops defending the road. During the remainder of the day the Germans reinforced this position with a battalion of men from the newly arrived *Kampfgruppe 'Grosan'* (Battle Group Grosan) as well as two of the battle group's Tiger tanks. These Tigers proved a nasty surprise for the 6-pdrs and Comets that came across them during the remainder of the day. The spirited resistance shown during the battles at the Essel bridgehead convinced the British to redeploy their forces farther east away from what they perceived was a strongly held area.

Back at the Westen bridgehead the Germans conducted a massive counterattack designed to drive the British back over the Aller. This attack was executed on the night of 13-14 April and launched by all available troops in the area. This attack involved both the 5th and 7th Marine Regiments and the Pioneer NCO cadets, as well as other independent formations. The operation commenced around 2300 hours with a preparatory bombardment. The Germans then began a series of determined attacks on British positions that for the most part the British were able to beat off. Despite heavy losses the Germans kept attacking well into the morning. By the time the Germans had exhausted their reinforcements and the British were still well in control of their bridgehead.

The British then took their turn to go on the offensive and on 14 April they began their operation

to break out of their bridgehead at Westen. The area around Westen was heavily wooded and the Marines stubbornly held out using this cover to ambush and infiltrate behind the British advance. The British used artillery, flame throwers, and aircraft to pin the Marines and allow the attacking companies to penetrate the German front line. With the German encirclement at Westen broken the British could now focus on the last major crossing point that the Germans held on the right bank of the Aller; Verden.

As the British advanced out of the Westen bridgehead north-east towards Verden, the Marines and artillery recruits of KG Verden were able to offer local resistance. This slowed the advanced by forcing the British to clear each village along their line of advance. Between 14 and 17 April this was the norm with the British using artillery and flame-throwers to root out stubborn marine and army defenders. The city of Verden itself was expected to be heavily defended, but the damage to the German formations from the counterattack on the Westen bridgehead, as well as the resistance they put up over the last few days in the surrounding villages, weakened any further resistance and the Germans withdrew.

Verden was the last strategic vestige of resistance on the Weser-Aller line. From here until the end of the war the Marines and independent formations fighting alongside them could only offer sporadic, but bitter resistance. With no rivers to served as choke points for the Marines to concentrate their defence, the British could exploit the wide front that over-extended the Marines and made in-depth defence impossible.



2. Marine-Grenadierdivision at the Essel Bridgehead, 10 April 1945

KRIEGSMARINE SPECIAL RULES

Marine platoons use all the normal German special rules on pages 249 to 252 of the rulebook, except Stormtroopers. In addition Luftwaffe Platoons use the special rules below.

DEFENDING THE WESER AND ALLER

2. *Marine-Grenadierdivision* were ordered to halt the British advance on and crossing of the Weser and Aller rivers.

Instead of the Stormtroopers special rule, a Marine-Grenadierkompanie Always Defends (see page 257 of the rulebook).

LUFTWAFFE SPECIAL RULES

Luftwaffe platoons use all the normal German special rules on pages 249 to 252 of the rulebook. In addition Luftwaffe Platoons use the special rules below.

DEPLOYING RAILWAY GUNS

Flakregiment 122 supported 2. *Marine-Grenadierdivision* with their rail-car mounted heavy anti-aircraft guns.

At the start of the game before any Objectives or Fortifications are placed on the table, the player with the Railway Guns places a Railway Line as follows:

1. Choose two opposite table edges.
2. Choose a point on each edge.
3. Place a Railway Line running in a straight line between these two points.

The line cuts through woods, fields, and other flat ground. Rivers or streams are assumed to be crossed with culverts or bridges. Any buildings in the way should be moved aside by the minimum distance necessary. The Railway Line is diverted by the minimum distance necessary to go around hills (even gentle gradients are avoided by Railway Lines).

If the opposing player has an Armoured Train or Railway Guns, both players place Railway Lines, starting with the attacking player. Each player's Armoured Train or Railway Guns must remain on its own track.

Railway Guns are deployed anywhere along the railway line in your Deployment Area during your Deployment. They may also be placed from Ambush in Missions with the Ambush rule.

RAILWAY GUN

Railway guns are mounted on railway cars and are set-up in a positions to cover it with anti-aircraft fire. It is only through desperation as a last line of defence that they fire on ground targets.

Railway Gun teams are Gun Teams.

A Railway Gun cannot be towed by any form of vehicle.

A Railway Gun cannot be dug-in.

A Railway gun with multiple weapons is a single team. It retains the ROF for each weapon when shooting and does not reduce its ROF for having multiple weapons.

CONCEALED IN THE RAIL YARD

FlaK guns on railway cars were often mixed in with the other rolling stock in the rail yard or station they were deployed in. This meant they were only noticed when they began to fire on the approaching enemy.

An enemy team must be within 16"/40cm of a team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game, in order to shoot at, or allocate hits to, it. An enemy Observer team must be within 16"/40cm of a team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game, to target it with an Artillery Bombardment.

AREA AIR DEFENCE

Railway FlaK-Regiments are not tactically mobile and are usually moved into position sometime before the battle, to cover a location with anti-aircraft fire.

Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft Gun Platoons, always begin the game on the table. Ignore all Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft Gun Platoons in your force when determining how many platoons to be held in Reserve.



MARINE-GRENADIERKOMPANIE

NAVAL GRENADEER COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Marine-Grenadierkompanie HQ

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

COMBAT PLATOONS

INFANTRY



Marine-Grenadier Sturm Platoon

INFANTRY



Marine-Grenadier Schützen Platoon

INFANTRY



Marine-Grenadier Sturm Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Marine-Grenadier Machine-gun Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Marine-Grenadier Mortar Platoon

ARTILLERY



Marine-Grenadier Infantry Gun Platoon

ANTI-TANK



Marine-Grenadier Tank-hunter Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Mixed Panzer Platoon

Marine Panzerjäger Platoon

ANTI-TANK



Marine Anti-tank Gun Platoon

Marine-Grenadier Tank-hunter Platoon

Heer Anti-tank Gun Platoon

SS Tank-hunter Platoon

INFANTRY



Marine-Grenadier Sturm Platoon

Marine-Grenadier Schützen Platoon

Volkssturm Platoon

Heer Grenadier Platoon

Hungarian Rifle Platoon

SS-Grenadier Platoon

INFANTRY



Marine Pioneer Platoon

Heer Cadet Pioneer Platoon

Volkssturm Platoon

Heer Grenadier Platoon

Hungarian Rifle Platoon

SS-Grenadier Platoon

ARTILLERY



Marine Artillery Battery

ARTILLERY



Marine Artillery Battery

Heer Rocket Launcher Battery

ANTI-AIRCRAFT



Luftwaffe Railway Anti-aircraft Gun Platoon

Luftwaffe Light Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Marine Anti-aircraft Gun Platoon

Luftwaffe Railway Anti-aircraft Gun Platoon

Luftwaffe Light Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support




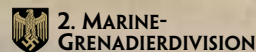
ALLIED PLATOONS

SS (SS), Luftwaffe (Luftwaffe), and Hungarian (Hungarian) Platoons in your force are Allies and follow the Allied Platoons rules on page 70 of the rulebook.

Heer platoons do not count as Allies to a Marine-Grenadierkompanie force.

MOTIVATION AND SKILL

2. Marine-Grenadierdivision was made up of men from the German navy (Kriegsmarine) that were surplus to the needs of the Kriegsmarine. They were young and enthusiastic and willing to do their bit in defence of the Fatherland. A Marine-Grenadierkompanie (marked ) is rated **Fearless Trained**.



RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

MARINE-GRENADIERKOMPANIE HQ

HEADQUARTERS



Company HQ	70 points
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Add:

2 Panzerschreck teams	+50 points
1 Panzerschreck team	+25 points

OPTION

- Add up to three Sniper teams for +50 points per team.

KAPITÄN-LEUTNANT

KAPITÄN-LEUTNANT



COMPANY HQ

OBERMAAT



ANTI-TANK SECTION

MARINE-GRENADIERKOMPANIE HQ

COMBAT PLATOONS

MARINE-GRENADIER STURM PLATOON

PLATOON

HQ Section with:



2 Assault Squads and 1 MG Squad	240 points
2 Assault Squads	180 points

The Marines were organised along the same lines as the *Volksgrenadier* divisions with a mix of assault rifles, and rifles and machine-guns.

The *sturm*, or assault, platoon is armed with StG44 assault rifles and *panzerfaust* anti-tank weapons. This makes them lethal in close range combat against both enemy tanks and infantry.

LEUTNANT ZUR SEE

LEUTNANT ZUR SEE



HQ SECTION

OBERMAAT



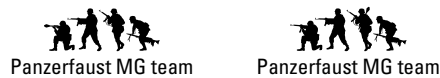
ASSAULT SQUAD

OBERMAAT



ASSAULT SQUAD

OBERMAAT



MG SQUAD

MARINE-GRENADIER STURM PLATOON



MARINE-GRENADIER SCHÜTZEN PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads
2 Grenadier Squads

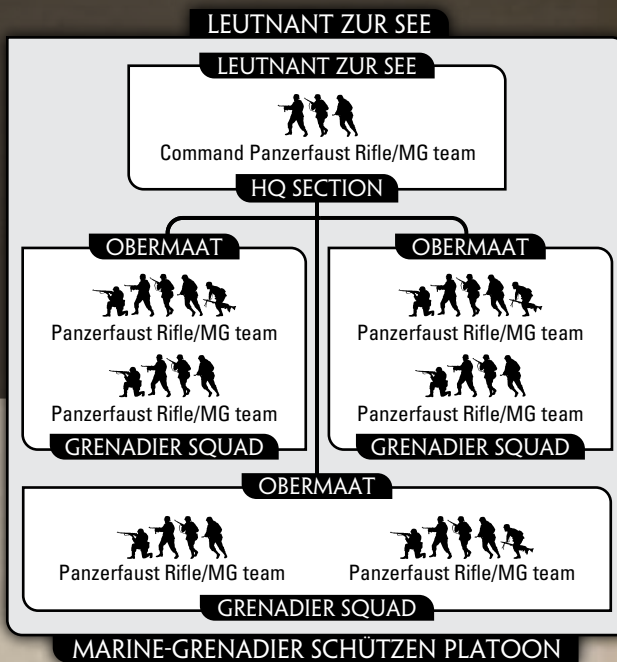
200 points
145 points



OPTION

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

The third platoon of the company, the *Schützen* (Rifle) Platoon, is armed with K98 rifles and MG42 machine-guns. They provide support and longer ranged firepower to back-up the *Sturm* Platoons.



WEAPONS PLATOONS

MARINE-GRENADIER MACHINE-GUN PLATOON

PLATOON

HQ Section with:

4 MG42 HMG

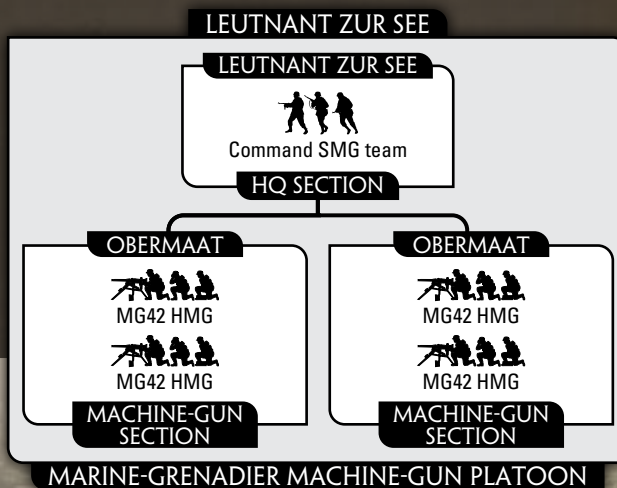
115 points



OPTION

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

Marine-Grenadier Machine-gun Platoons may make Combat Attachments to Marine-Grenadier Sturm and Marine-Grenadier Schützen Platoons.



REGIMENTAL SUPPORT PLATOONS

MARINE-GRENADIER MORTAR PLATOON

PLATOON

HQ Section and:

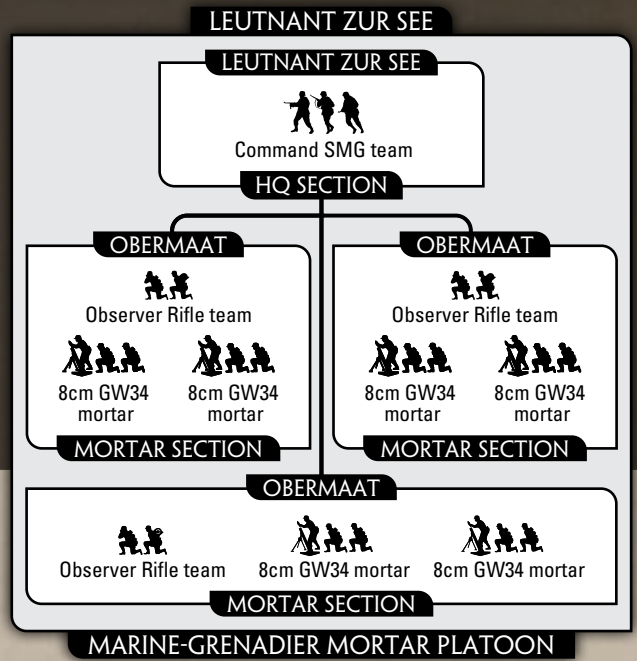


3 Mortar Sections with: 6 8cm GW34	160 points
2 Mortar Sections with: 4 8cm GW34	115 points

OPTION

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

The Marines' mortars played an important role in their defence of the Aller River crossings as the division's artillery was still waiting for transport to the front from Schleswig-Holstein. The 8cm GW34 mortar is a light and portable weapon ideal for supporting infantry in need of a quick response to enemy movement.



MARINE-GRENADIER INFANTRY GUN PLATOON

PLATOON

HQ Section with:

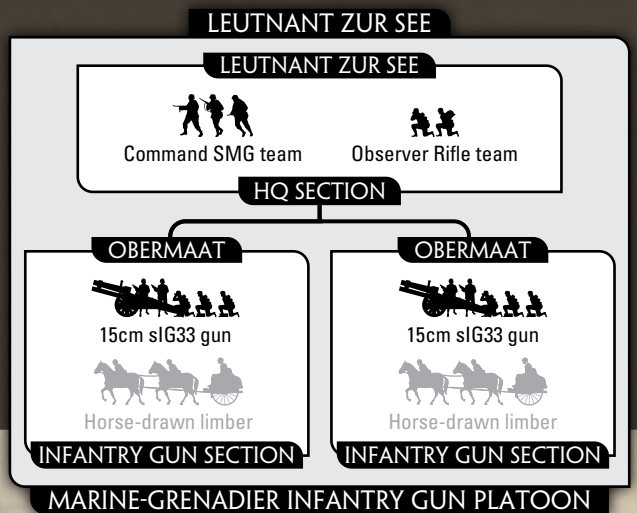


2 15cm sIG33	125 points
--------------	------------

OPTIONS

- Replace Command SMG team with Command Panzerfaust SMG team for +10 points.
- Add Horse-drawn limbers for +5 points for the platoon.

Heavy infantry guns provide both direct fire and artillery support for the Marine-Grenadiers.



MARINE-GRENADIER TANK-HUNTER PLATOON

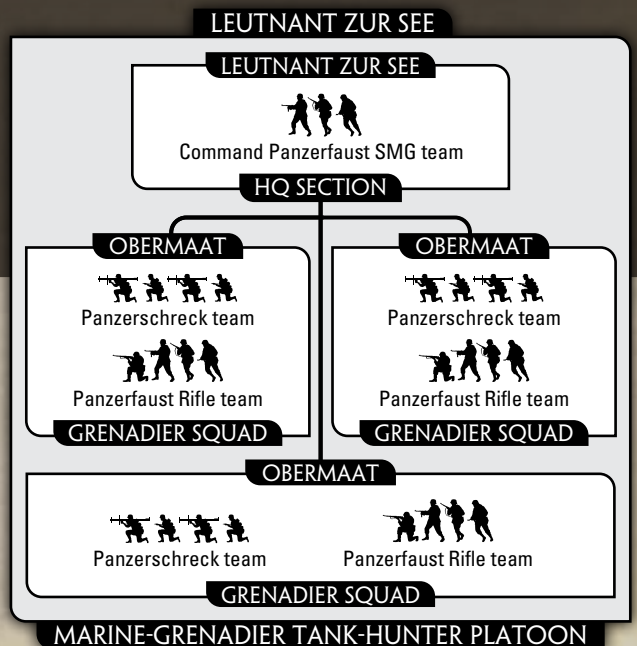
PLATOON

HQ Section with:



3 Tank-hunter Squads	170 points
2 Tank-hunter Squads	125 points

The marines never had quite enough anti-tank guns, so quickly formed tank-hunting parties equipped with Panzerfaust and Panzerschreck anti-tank weapons. Both weapons are deadly from ambush and can deal with any tanks the enemy is likely to attack the division's positions with.



MARINE-GRENADIER DIVISIONAL SUPPORT PLATOONS

MARINE ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

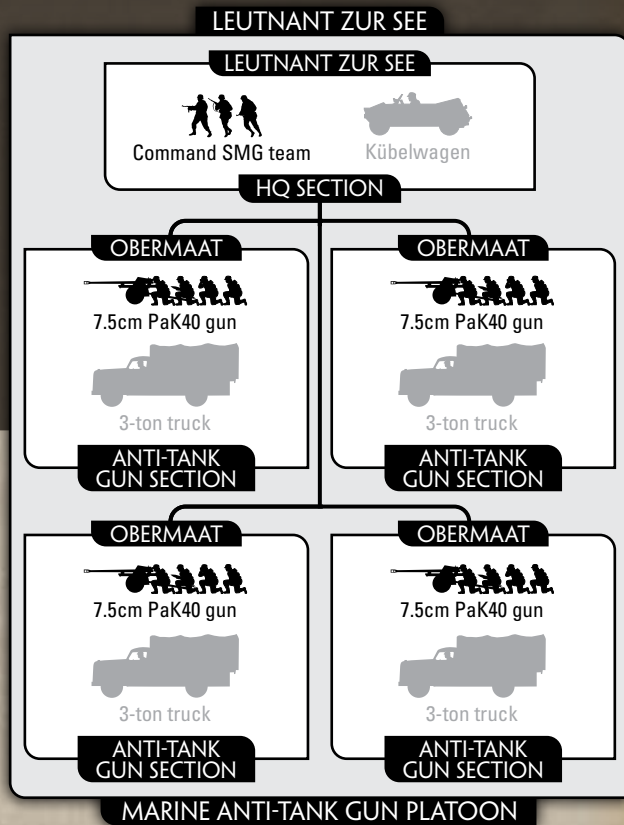
4 7.5cm PaK40	180 points
3 7.5cm PaK40	135 points
2 7.5cm PaK40	90 points

OPTION

- Add Kübelwagen jeep and 3-ton trucks for +5 points for the platoon.

Marine-Panzerjäger-Abteilung 2 is armed with two companies of 7.5cm PaK40 anti-tank guns. These were allocated out to aid the defence of the division against British tanks.

The PaK40 guns are vital to hold back the armoured probes of the British against the Aller River crossings.



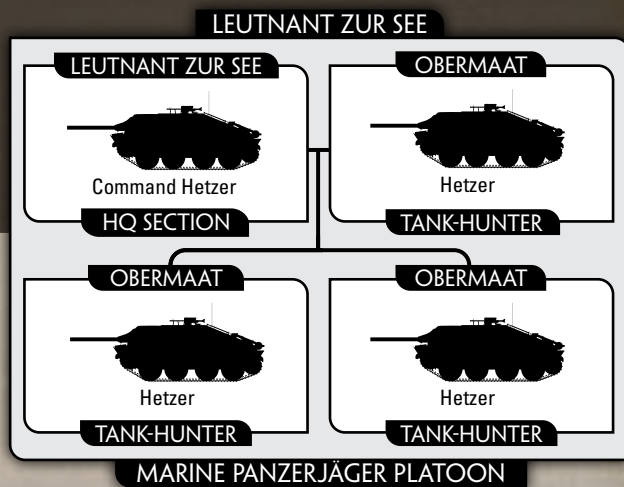
MARINE PANZERJÄGER PLATOON

PLATOON

4 Hetzer	300 points
3 Hetzer	225 points
2 Hetzer	150 points

Marine-Panzerjäger-Abteilung 2 was also issued Hetzer tank-hunters. At least two of these supported the Fusilier battalion in the defence of the Essel Bridgehead against the British 45 (RM) Commando, though it seems the British may have mistaken them for Elefant tank-hunter tanks!

Heers-Panzerjäger-Abteilung 741 was also issued with Hetzer tank-hunters and supported 2. *Marine-Grenadierdivision*.



MARINE PIONEER PLATOON

PLATOON

HQ Section with:

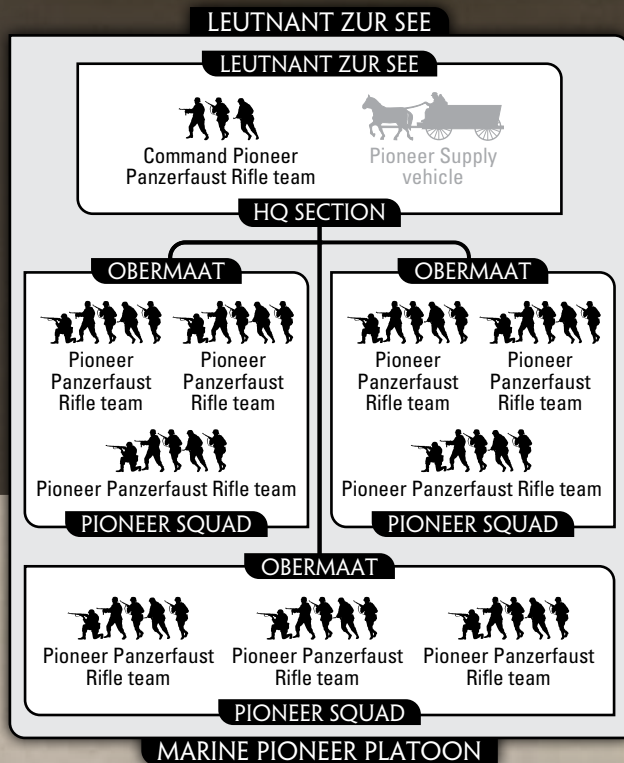
3 Pioneer Squads	265 points
2 Pioneer Squads	170 points

OPTIONS

- Replace Command Pioneer Panzerfaust Rifle team with Command Pioneer Panzerfaust SMG team for +5 points.
- Add Pioneer Supply horse-drawn wagon for +20 points or Pioneer Supply 3-ton truck or RSO tractor for +25 points.

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

The division had its own battalion of assault engineers. They fought alongside the other marines to hold back the British advance.



MARINE ANTI-AIRCRAFT GUN PLATOON

PLATOON

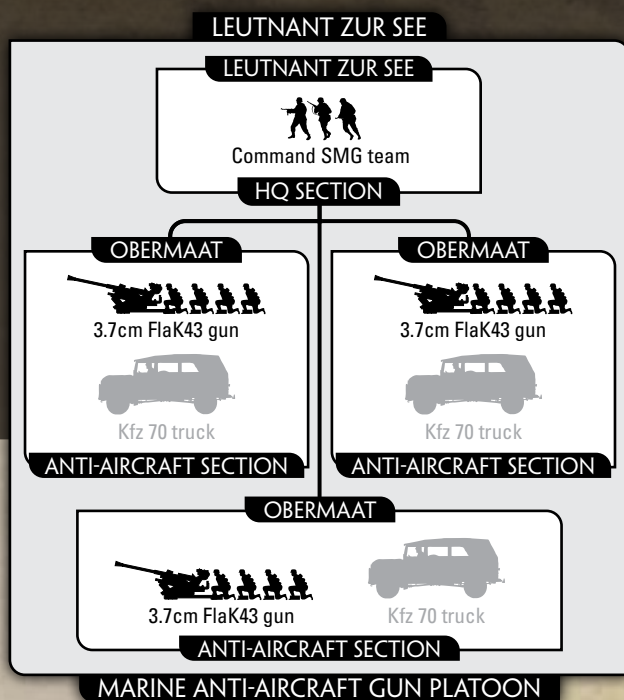
HQ Section with:

3 3.7cm FlaK43	90 points
2 3.7cm FlaK43	60 points

OPTIONS

- Add Kfz 70 trucks for +5 points for the platoon.
- Mount 3.7cm FlaK43 guns on Kfz 70 trucks as Portees at no cost.

Marine-Panzerjäger-Abteilung 2 had a company of 3.7cm FlaK43 guns. These were mounted on Steyr Kfz 70 trucks, giving the division mobile anti-aircraft firepower in addition to the powerful support offered by the *Luftwaffe* FlaK batteries.



MARINE ARTILLERY BATTERY

PLATOON

HQ Section and:



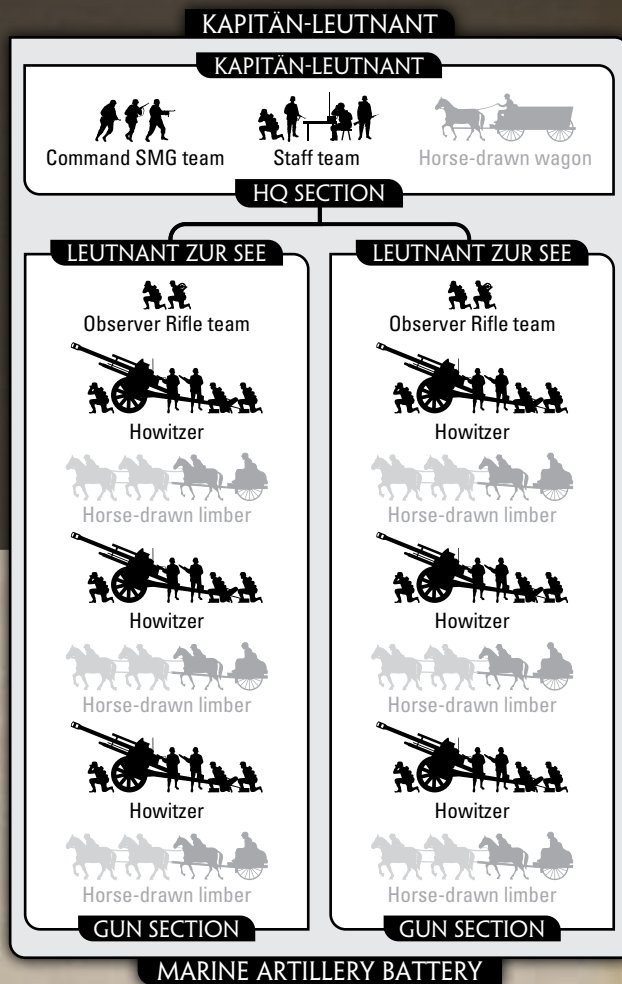
2 Gun Sections with: 6 10.5cm leFH18/40	250 points
1 Gun Section with: 3 10.5cm leFH18/40	135 points
2 Gun Sections with: 6 12.2cm FH396(r)	245 points
1 Gun Section with: 3 12.2cm FH396(r)	130 points

OPTION

- Add horse-drawn wagon and limbers for +5 points for the battery.


Marine-Artillerie-Regiment 2 was unable to join the rest of the division until mid-April as it was stuck in Schleswig-Holstein while it waited for sufficient horses to mobilise it.

Once they arrived they were able to add their weight to the division's defensive positions. They were armed with a mix of German 10.5cm leFH18/40 and captured Russian 12.2cm FH396(r) howitzers.

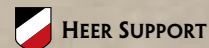


HEER DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

Attached to 2. *Marine-Grenadierdivision* were a number of ad-hoc units formed from training schools and battalions. Among them were *Kampfgruppe Grosan*, which was made up of troops from the panzer training school at Bergen, and *Kampfgruppe Tozeck*, formed from the *Nebewerfer* school at Celle. *Heer Support Platoons* (marked ) are rated **Confident Trained**, unless otherwise noted.

Heer platoons use all the normal German special rules on pages 249 to 252 of the rulebook, except where noted.



HEER SUPPORT

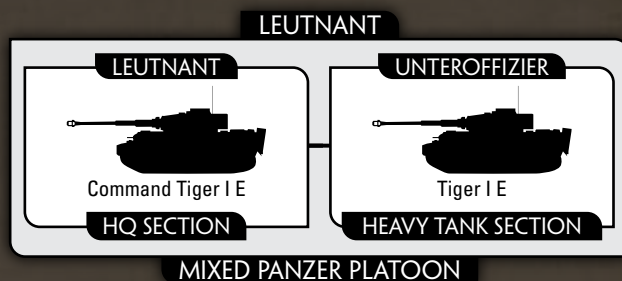
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

MIXED PANZER PLATOON

PLATOON



2 Tiger I E	310 points
1 Tiger I E	155 points
1 Panther G	145 points
2 StuG G (late)	150 points



A *Mixed Panzer Platoon* **does not** use the *Tiger Aces* special rule.

The only panzers available to 2. *Marine-Grenadierdivision* were the panzer training school troops of *Kampfgruppe Grosan*. It had just one Panther G, two assault guns, and two Tiger I E tanks. A third Tiger I E (number F02) was assigned to them on 10 April from *Tigergruppe Fehrmann* after it had been repaired.

HEER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40	120 points
2 7.5cm PaK40	80 points
2 8.8cm PaK43	160 points
1 8.8cm PaK43	80 points

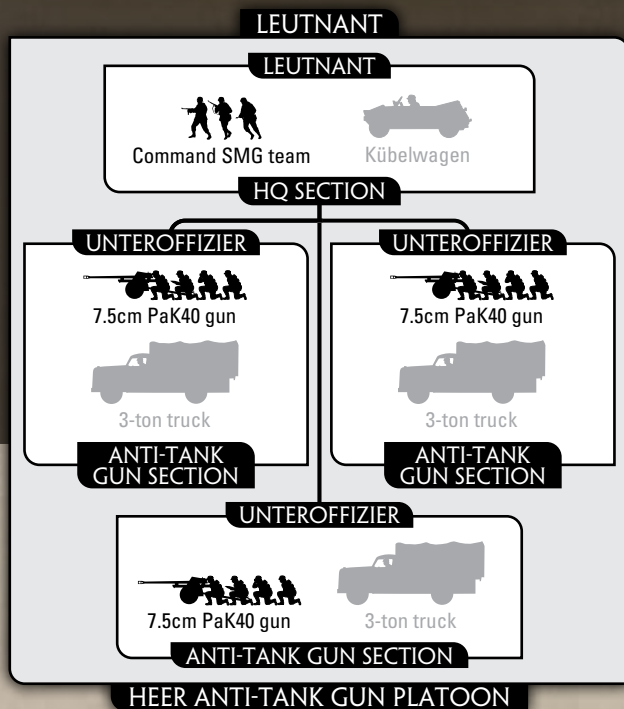
OPTION

- Add Kübelwagen jeep and 3-ton trucks for +5 points for the platoon.

Kampfgruppe Grosan also had seven 7.5cm PaK40 heavy anti-tank guns. With the lack of anti-tank guns available to the marines these proved vital.

The 7.5cm PaK40 gun has become the standard anti-tank gun of the Germans as lighter weapons have been retired. It is hard hitting and can deal with just about any tank the western allies can put against it.

During its defence of Essel and Schwarmstedt 2. *Marine-Füsilier-Bataillon* was supported by a pair of 8.8cm PaK43 anti-tank guns from *Heers-Panzerjäger-Abteilung 741*.



HEER CADET PIONEER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads	325 points
2 Pioneer Squads	230 points

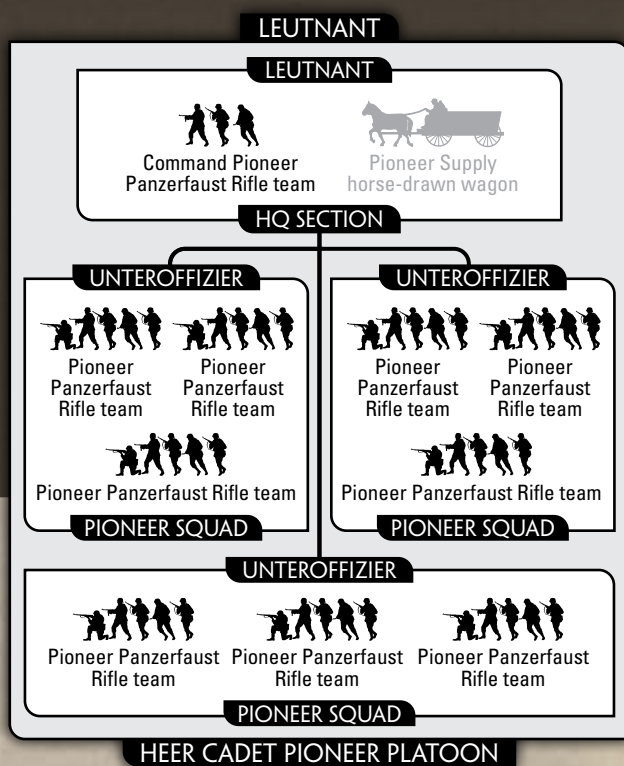
OPTIONS

- Replace Command Pioneer Panzerfaust Rifle team with Command Pioneer Panzerfaust SMG team for +5 points.
- Add Pioneer Supply horse-drawn wagon for +20 points or Pioneer Supply 3-ton truck or RSO tractor for +25 points.

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

Attached to 2. *Marine-Grenadierdivision* was *ROB-Pionier-Batallion-Nienburg*, which was made up of *NCO cadets* who were experienced soldiers taking the next step in command. A *Heer Cadet Pioneer Platoon* is rated **Confident Veteran**.

CONFIDENT VETERAN



Reserve-Offizier-Bewerber-Pionier-Batallion-Nienburg (Reserve Officer Candidate Pioneer Battalion Nienburg) fought under the command of 2. *Marine-Grenadierdivision*.

HEER GRENADIER PLATOON

PLATOON

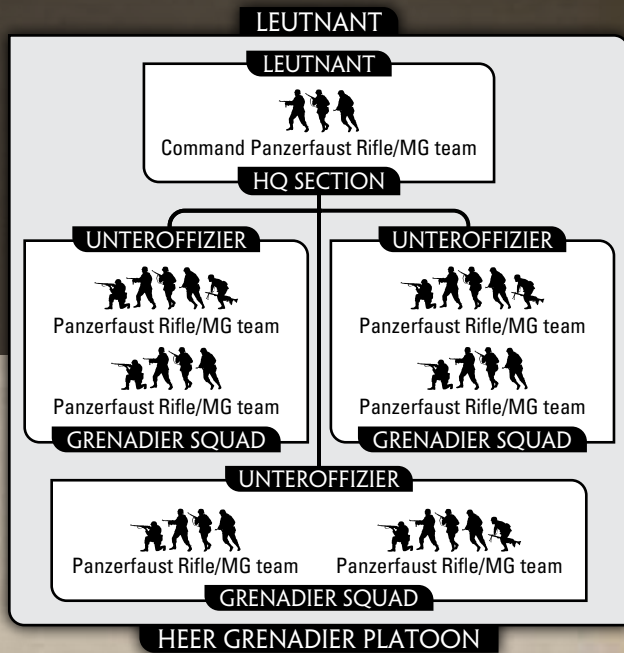
HQ Section with:

3 Grenadier Squads	170 points
2 Grenadier Squads	120 points

OPTION

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

Kampfgruppe Grosan contained six battalions of infantry made up from trainee panzer crews, four of which were Germans. They were quickly pressed into service as infantry to stop the British push across the Weser and Aller Rivers.



HEER ROCKET LAUNCHER BATTERY

PLATOON

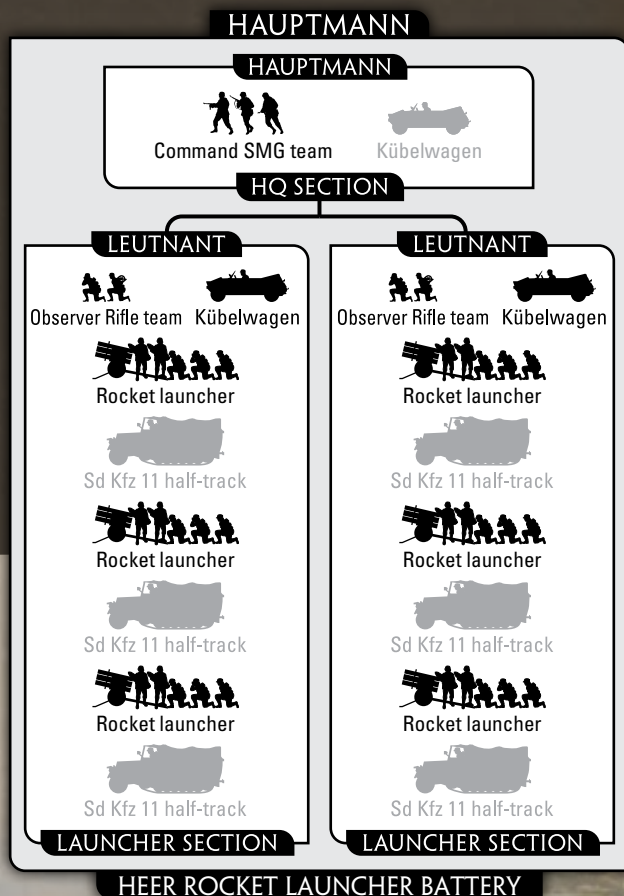
HQ Section and:

2 Launcher Sections with: 6 15cm NW41	155 points
1 Launcher Section with: 3 15cm NW41	80 points
2 Launcher Sections with: 6 21cm NW42	185 points
1 Launcher Section with: 3 21cm NW42	95 points

OPTION


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

Kampfgruppe Totzeck consisted of the staff and trainees of the Nebelwerfer school at Celle and consisted of three weak battalions that fought as infantry and two Nebelwerfer rocket launcher batteries. They fought under the command of 2. *Marine-Grenadierdivision*.




HUNGARIAN DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

Two battalions of Kampfgruppe Grosan were Hungarian troops undergoing panzer or artillery training. They were press-ganged into fighting for the defence of Germany, which they proved none too pleased about. Hungarian Support Platoons (marked ) are rated **Reluctant Trained**.

Hungarian platoons do not use any special rules.

 HUNGARIAN SUPPORT

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HUNGARIAN RIFLE PLATOON

PLATOON

HQ Section with:

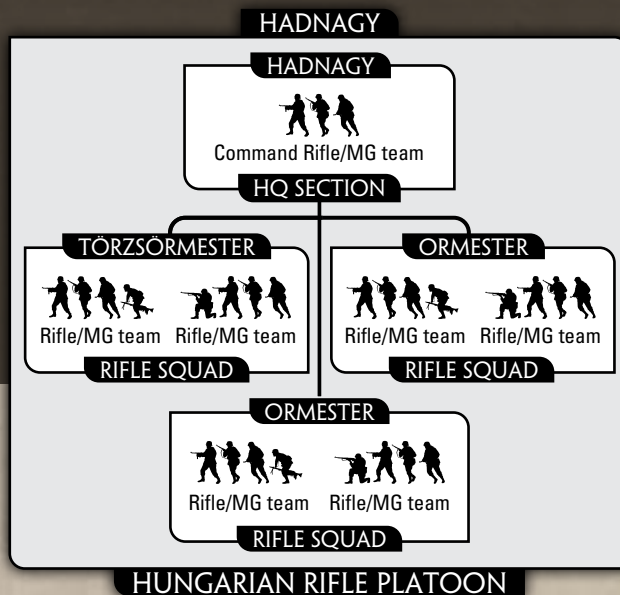
3 Rifle Squads

 85 points

OPTION


- Replace Command Rifle/MG team with a Command Panzerfaust Rifle/MG team for +10 points or replace all Rifle/MG teams with Panzerfaust Rifle/MG teams for +10 points per team.

Ungarisch Artillerie Ausbildungs Bataillon 7 (Hungarian Artillery Training Battalion 7) and *Ungarisch Bataillon Kolotay* (Hungarian Battalion Kolotay) were in Germany to receive training, but were pressed into action by the Germans when the Allies began to close in on their training grounds. Though training as artillery (*Bataillon 7*) or panzer crews (*Bataillon Kolotay*), they went into action as infantry.



LUFTWAFFE DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

The Luftwaffe supplied anti-craft support for 2. Marine-Grenadierdivision. Luftwaffe Support Platoons (marked ) are rated **Reluctant Trained**.

Luftwaffe platoons use all the normal German special rules on pages 249 to 252 of the rulebook. In addition they use the Luftwaffe special rules on page 61.

 LUFTWAFFE SUPPORT

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

3 2cm FlaK38

 50 points

3 2cm Flakvierling 38

60 points

2 2cm Flakvierling 38

40 points

3 3.7cm Flak43

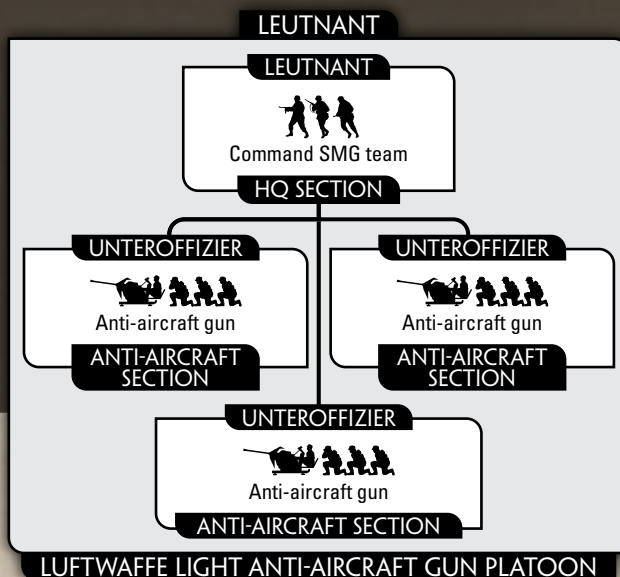
65 points

2 3.7cm Flak43

45 points

Luftwaffe anti-aircraft troops from *Flakregiment 122 (Eisenbahn)* (Anti-aircraft Regiment 122 (Railway)) provided 2. Marine-Grenadierdivision with anti-aircraft cover.

The light 2cm FlaK38 guns could be positioned around the marines' positions to give cover from marauding fighter-bombers. Quad barrelled 2cm *Flakvierling 38* gun and 3.7cm FlaK43 guns were also deployed by Luftwaffe and *Reichs Arbeit Dienst* (RAD, Reichs Labour Service) troops.



LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

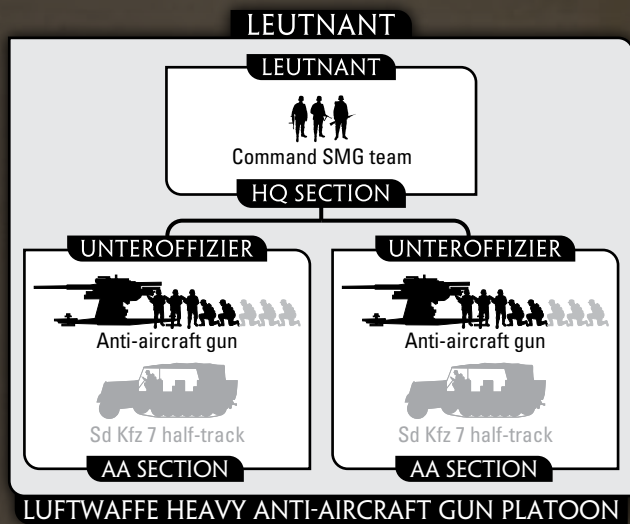
HQ Section with:



2 10.5cm FlaK39	220 points
1 10.5cm FlaK39	110 points
2 8.8cm FlaK37	95 points
1 8.8cm FlaK37	45 points

OPTIONS

- Model 8.8cm FlaK37 guns with eight or more crew and increase their ROF to 3 for +10 points per gun or 10.5cm FlaK39 guns with eight or more crew and increase their ROF to 2 for +10 points per gun.
- Add Sd Kfz 7 half-tracks for +5 points for the platoon.



Not all of the anti-aircraft batteries of *Flakregiment 122* were mounted on railway cars, some heavy batteries were manned by the youths of *Reichs Arbeit Dienst* (RAD, Reichs Labour

Service) who manned both 8.8cm FlaK37 gun and 10.5cm FlaK39 gun batteries, along with *Luftwaffe* crews.

LUFTWAFFE RAILWAY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:



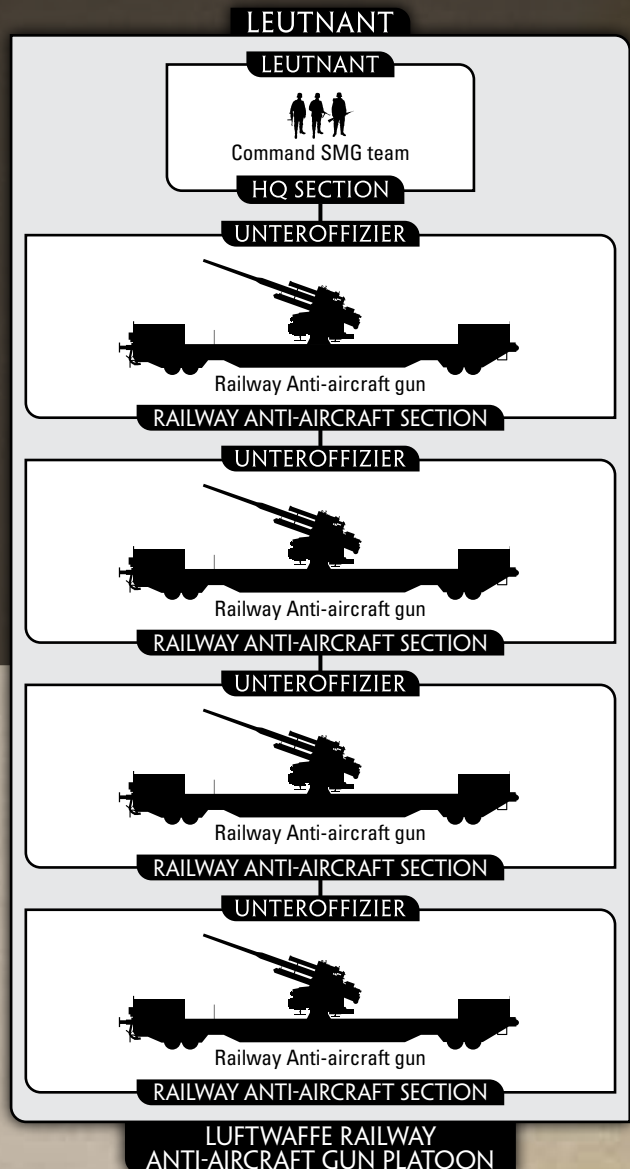
4 10.5cm FlaK39 railway car	370 points
2 10.5cm FlaK39 railway car	190 points
1 10.5cm FlaK39 railway car	100 points
4 Twin 8.8cm FlaK37 railway car	250 points
2 Twin 8.8cm FlaK37 railway car	130 points
1 Twin 8.8cm FlaK37 railway car	65 points

OPTIONS

- Model 10.5cm FlaK39 railway car with eight or more crew and increase their ROF to 2 for +10 points per car.
- Model Twin 8.8cm FlaK37 railway car with each weapon with eight or more crew and increase each weapons ROF to 3 for +20 points per car.


Luftwaffe Railway Anti-aircraft Gun Platoons use the Railway Anti-aircraft Gun and Concealed in the Rail Yard special rules on page 61.

2. *Marine-Grenadierdivision* included *Flakregiment 122* under its command. *Flakregiment 122* had many of its guns mounted on railway flatcars, allowing them to be relocated as needed to hold off bombing raids. With the enemy striking into the heart of Germany these big guns have been pressed into service to help defend the Fatherland from enemy ground forces.



WAFFEN-SS DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

SS-Ausbildungs und Ersatz Bataillon 12 Hitlerjugend (the training and replacement battalion for 12. SS-Panzerdivision) was full of young and enthusiastic recruits ready to do their part in defending the Fatherland. Waffen-SS Support Platoons (marked ) are rated Fearless Trained.

SS platoons use all the normal German special rules on pages 249 to 252 of the rulebook.



WAFFEN-SS SUPPORT

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS-GRENADIER PLATOON

PLATOON

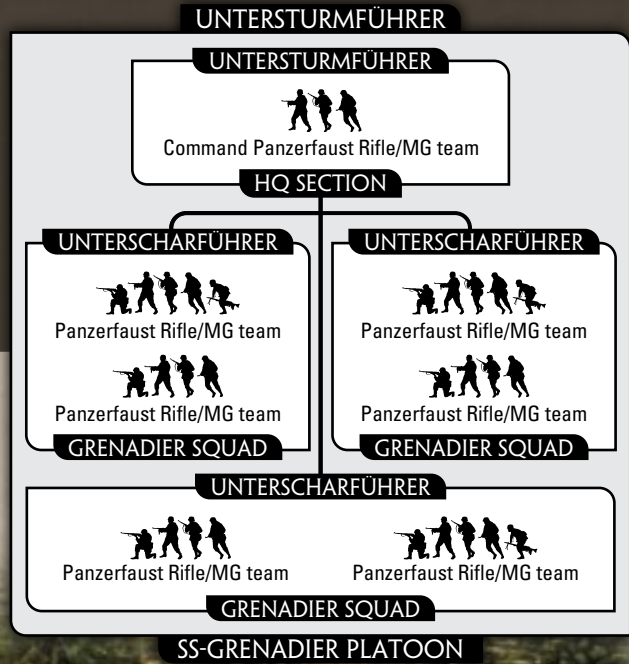
HQ Section with:

3 Grenadier Squads	200 points
2 Grenadier Squads	145 points

OPTION

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

SS-Ausbildungs und Ersatz Bataillon 12 (Hitler Jugend) provided an aggressive and enthusiastic battalion made up of 17 to 19 year old Hitler Youth recruits led by experienced officers and NCOs. The battalion nicknamed itself Panzer-Teufel (Tank Devils) and were equipped with Panzerfaust anti-tank weapons to put their new nickname into action.



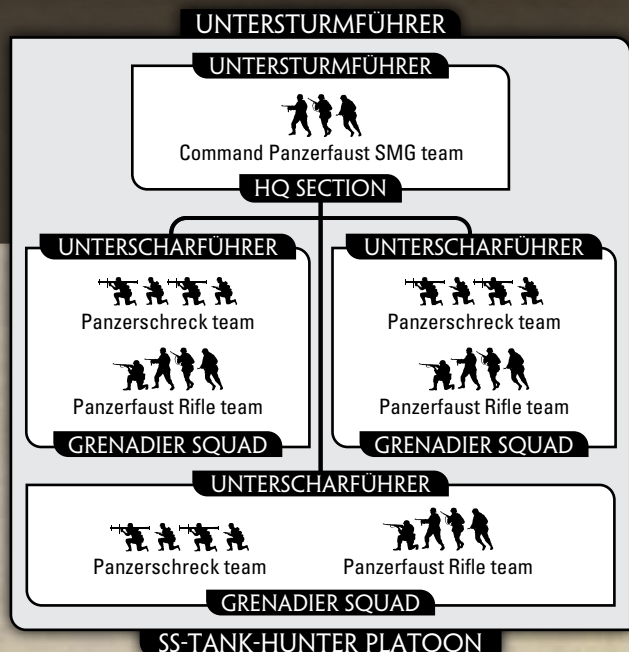
SS-TANK-HUNTER PLATOON

PLATOON

HQ Section with:

3 Tank-hunter Squads	180 points
2 Tank-hunter Squads	130 points

SS-Ausbildungs und Ersatz Bataillon 12 (Hitler Jugend) also formed tank-hunter groups to actively hunt and destroy enemy tanks. For this purpose they were armed with Panzerfaust and Panzerschreck anti-tank weapons.



GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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.
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.
TANK HUNTERS					
Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Panzer IV/70 (V) 7.5cm PaK42 gun	Slow Tank 32"/80cm	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. Hull mounted.
Jagdpanzer IV 7.5cm PaK39 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Hetzer 7.5cm PaK39 gun	Standard Tank 32"/80cm	7 2	2 11	1 3+	Hull MG, Overloaded. Hull mounted.
ASSAULT GUNS					
StuG G (late) 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Hull mounted.
INFRA-RED VEHICLES					
Sd Kfz 251/20 (Uhu) half-track	Half-tracked	1	0	0	Infrared searchlight.
INFANTRY GUNS					
Grille K 15cm sIG33 gun Firing Bombardments	Standard Tank 16"/40cm 56"/140cm	0 1 -	0 13 4	0 1+ 2+	AA MG. Bunker buster, Hull mounted.
Sd Kfz 251/2 D (8cm) 8cm GW34 mortar Firing Bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	AA MG Hull mounted, Smoke, Portee, Minimum range 8"/20cm. Smoke bombardment.
Sd Kfz 251/1 (Stuka) 28cm sW40 rocket launcher	Half-tracked 40"/100cm	1 -	0 3	0 1+	Hull MG. Hull mounted, Stuka zu Fuss.
Sd Kfz 251/9 D (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	Co-ax MG. Hull mounted.
Sd Kfz 250/8 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	Co-ax MG. Hull mounted.
SELF-PROPELLED ANTI-AIRCRAFT					
Möbelwagen 3.7cm FlaK43 gun	Standard Tank 24"/60cm	0 4	0 6	0 4+	Anti-aircraft.
Ostwind 3.7cm FlaK43 gun	Standard Tank 24"/60cm	3 4	1 6	0 4+	Hull MG. Anti-aircraft.
Sd Kfz 251/17 (2cm) 2cm KwK38 gun	Half-tracked 16"/40cm	1 3	0 5	0 5+	Anti-aircraft.
Sd Kfz 251/21 (Triple 15mm) MG151/15 gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.
3.7cm FlaK43 on Kfz 70 truck 3.7cm FlaK43 gun	Wheeled 24"/60cm	- 4	- 6	- 4+	Gun shield. Anti-aircraft, Portee.



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

Sd Kfz 221 (MG)	Wheeled	1	0	0	AA MG, Recce.
Sd Kfz 222 (2cm) 2cm KwK38 gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Recce. Self-defence Anti-aircraft.
Sd Kfz 250/9 (2cm) 2cm KwK38 gun	Half-track 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Recce. Self-defence Anti-aircraft.
Sd Kfz 234/1 (2cm) 2cm KwK38 gun	Jeep 16"/40cm	3 3	0 5	0 5+	Co-ax MG, Recce. Self-defence Anti-aircraft.
Sd Kfz 234/4 (PaK40) 7.5cm PaK40 gun	Jeep 32"/80cm	3 2	0 12	0 3+	AA MG, Recce. Hull mounted.

RECONNAISSANCE

Motorcycle Panzerfaust MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerfaust MG team.
When firing as MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Motorcycle Panzerfaust SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerfaust SMG team.
When firing as SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Schwimmwagen Panzerfaust MG team	Jeep	-	-	-	Amphibious, Motorcycle reconnaissance, Dismount as Panzerfaust MG team.
When firing as MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Schwimmwagen Panzerfaust SMG team	Jeep	-	-	-	Amphibious, Motorcycle reconnaissance, Dismount as Panzerfaust SMG team.
When firing as SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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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.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 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.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
INFANTRY GUNS						
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing Bombardments		56"/140cm	-	4	2+	
ANTI-AIRCRAFT						
2cm Flak38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
8.8cm FlaK37 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun shield, Turntable.
10.5cm FlaK39 gun	Immobile	48"/120cm	1	17	2+	Heavy anti-aircraft gun, Turntable.
RAILWAY ANTI-AIRCRAFT						
Twin 8.8cm FlaK37 railway car	Immobile					Railway gun.
8.8cm FlaK37 gun		40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm FlaK37 gun		40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm FlaK39 railway car	Immobile	48"/120cm	1	17	2+	Heavy anti-aircraft gun, Railway gun, Turntable.
ANTI-TANK						
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
ARTILLERY						
10.5cm leFH18/40 gun	Heavy	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.



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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Pionier teams are rated Tank Assault 4.

TRANSPORT TEAMS

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

TRUCKS

Horse-drawn Wagon	Horse-drawn	-	-	-	
Motorcycle and sidecar or Kubelwagen jeep	Jeep	-	-	-	
Steyr Kfz 70 truck or Opel Blitz 3-ton truck	Wheeled	-	-	-	

TRACTORS

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

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Arado 234 B	Bombs	4+	6	1+	High-speed Jet.
Me 262 A2a Sturmvogel	Cannon Bombs	3+ 4+	9 5	5+ 2+	High-speed Jet.
FW 190F	Cannon Bombs	3+ 4+	7 5	5+ 1+	
Ju 87D Stuka	Bombs	4+	5	1+	

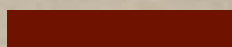


PAINING GERMAN VEHICLES

1945 TANK SCHEMES

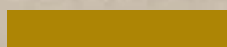
PERIOD	PRIMER	BASE COLOUR	CAMO COLOUR (OPTIONAL)	CAMO COLOUR (OPTIONAL)
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LATE 1944 - MAY 1945

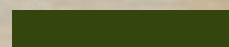


Oxide Red

N/A



Panther Yellow



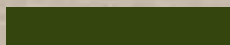
Army Green

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

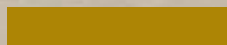
AFTER JANUARY 1945



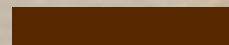
Oxide Red



Army Green



Panther Yellow

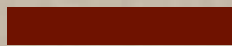


Boot Brown

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 Sd Kfz 251/1 shown here with camouflage colours over the green base.



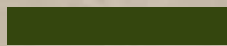
FROM 1945



Oxide Red



Military Khaki



Army Green



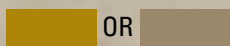
Boot Brown

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

AUSBILDUNGS (TRAINING) TANKS



Oxide Red



OR
Panther Yellow
or Military Khaki

Reinforcement tanks were usually refurbished (repainted in **Military Khaki**) or second-hand (left in their colour scheme).

INFRA-RED EQUIPMENT

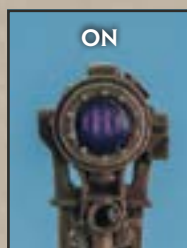
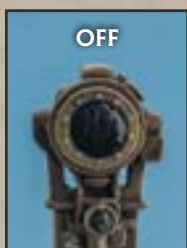


German Sd Kfz 251/1 half-tracks with Infra-red capabilities had two scopes mounted on the vehicle, one on the machine-gun and one on the drivers vision port. Panthers simply had their Infra-red gear mounted on the cupola, and Jagdpanthers had one in front of the forward hatch.

"Solution B" is a version of the German Infra-red equipment that is hypothetical. However, we have included it as a modelling option with the plastic Panther and Jagdpanther which includes Infra-red scopes for the vision ports.

PAINING INFRA-RED SEARCHLIGHTS

The infrared searchlights are really normal incandescent lights with a special dark filter. If you want to paint your Uhu searchlights as if they are switched off, the lenses should appear very dark blue - almost black - with a red tint. A coat of gloss varnish will help the searchlight look more like glass.



When switched on, the searchlight should appear to glow dimly with a soft pinkish violet glow - actually quite similar to a modern UV 'blacklight'. Five thin, darker vertical lines, suggesting the louvres inside the light, will give it a more convincing look.

The smaller lens below the large searchlight is the receiver. It is basically a light-sensitive telescope, so paint it the same way you would paint any normal lens or headlight - flat black with a coat of gloss varnish is a popular choice. The same applies to the smaller receiver lenses on the other Panther-mounted IR equipment and the 'Vampir' man-portable systems.

PAINTING GERMAN INFANTRY



Splinter camouflage, See below

Heer Green
Uncovered Helmet, Mess tin

European Skin
Exposed Flesh

Black
Belts and straps

Military Khaki
Ammo pouches, Bread bags

Dark Gunmetal
Gun metal, cup

Wool Brown
Water bottle

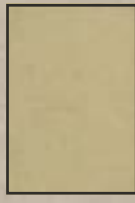
Grenadier Green
Trousers and tunics

Tommy Green
Gaiters

Battlefield Brown or Black
Boots



SPLINTER PATTERN CAMOUFLAGE



Start with a base of **Military Khaki**. You may choose to add highlights using **Worn Canvas**.



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



Add small patches of **Splinter Green** 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 **Tommy Green**, which just suggests the lines, using small patches of **Military Khaki** to indicate the areas without Splinters.

KRIEGSMARINE

The Marine-Grenadiers may have come from the *Kriegsmarine*, but they were issued with Heer grenadier uniforms, including field grey tunics and trousers, as well as camouflage smocks and padded jackets. Their *Waffenfarbe* piping was White like any other infantry.

WAFFENFARBE

Waffenfarbe is a German term for the coloured piping that identifies the branch of service that a soldier belongs to. It had a different colour depending on the profession that the soldier performed.



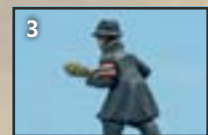
- **Heer or Marine Grenadier:** White
- **Artillery:** Artillery Red
As part of the artillery StuG Crew wore red *Waffenfarbe*.
- **Panzergrenadier:** Splinter Green
- **Pionier:** Black
- **Reconnaissance:** Cavalry Yellow
- **Panzer and Panzerjäger:** 50/50 mix of White and Artillery Red

VOLKSSTURM



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

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



NIGHT FIGHTING

Night fights occurred throughout the war from small-scale skirmishes or raids to full-scale night battles. Such operations were tricky to launch and difficult to control, so most forces tended to avoid them altogether. However, some, such as the British, adopted night fighting on a grand scale to help ensure total surprise. Eventually, all nations adopted night-fighting tactics and even developed technology to help them on this relatively new type of battlefield.

The following pages are here as a guide to help create a night-time battlefield.

NIGHT FIGHTING SPECIAL RULES

NIGHT FIGHTING RULES

While most battles take place in daylight, some were fought at night. Some armies even specialised in launching their attacks at night.

You can find the Night Fighting rules on page 272 of the rulebook.

YOUR BATTLEFIELD

These rules are optional. Feel free to use all of them, but be aware that this can lead to slower and longer games.

If that isn't your style but you'd still like to add some flavour to your battle, go ahead and choose a few of the rules to use in your game and leave the others for another time and another battle.

TIME OF DAY

Other than regular daylight, there are three other types of night battles in *Flames Of War*: Dusk, Darkness, and Dawn. Dusk and Dawn games are played during the transition between night and day, while Darkness is played entirely during the night.

The first step for setting up a night battle is to decide with your opponent what Time Of Day option to use.

Alternatively, you can roll a die:

- On a result of 1 or 2, the battle is fought at Dusk.
- On a result of 3 or 4, the battle is fought in Darkness.
- On a result of 5 or 6, the battle is fought at Dawn.

You can find the rules for Dusk, Dawn, and Darkness on page 273 of the rulebook.



MARKING TEAMS THAT SHOOT AT NIGHT

The muzzle flash of a shooting weapon will momentarily betray the location of the shooter.

*After a platoon has fired, use the tokens in the **Muzzle Flash Token Set (TK905)** to indicate which teams have fired and are therefore eligible targets for enemy return fire (see *Shooting At Night* rule on page 272 of the rulebook).*





THE MOON

FULL MOON

The light cast by a full moon can be quite intense, helping troops identify objectives and targets without the need for special equipment. The Allies had another trick up their sleeves with 'Monty's Moonlight', which lit up the battlefield by bouncing searchlight beams off low cloud cover.

*When rolling on the Night Visibility Table (see page 272 of the rulebook), roll two dice and use the **highest** result.*

NEW MOON

Moonless nights are terribly dark and make it difficult to move about or detect enemy troops.

*When rolling on the Night Visibility Table (see page 272 of the rulebook), roll two dice and use the **lowest** result.*

Teams equipped with Infra-red Equipment use their normal rules instead.

RECREATING NIGHT BATTLES

The two most common sort of night battles were informal skirmishes and set-piece full-scale battles. Here's some suggestions for how to recreate these types of battles on your table top.

NIGHT SKIRMISHES OR RAIDS

Night skirmishes were relatively small, and usually accidentally triggered. This would occur when one side was caught out while manoeuvring and forced into a battle. Raids were launched to inflict damage on the enemy using night as a means of escape.

To simulate night skirmishes or raids, try using a mission that uses a blend of reserves with scattered deployment, such as Encounter (page 277 of the rulebook), Dust Up (page 278), or Cauldron (page 285).

*Such battles would usually take place at **Dusk** or in the **Darkness**.*

FULL-SCALE NIGHT OPERATIONS

Some nations, such as the British, made extensive use of night-time operations, relying on stealth and surprise to achieve success.

To simulate a full-scale night operation, try using a mission where the attacker has a focused objective, such as No Retreat (page 279 of the rulebook), Hold the Line (page 280), Pincer (page 281), or Fighting Withdrawal (page 283).

*Such battles would usually take place at **Dawn** to maximise the element of surprise and help speed reinforcements after sunrise.*



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



Nachtjäger means Night Hunter.

'The enemy thinks he is safe behind this great river obstacle. We all agree that it is a great obstacle; but we will show the enemy that he is far from safe behind it. This great Allied fighting machine, composed of integrated land and air forces, will deal with the problem in no uncertain manner.'

And having crossed the Rhine, we will crack about in the plains of Northern Germany, chasing the enemy from pillar to post. The swifter and more energetic our action the sooner the war will be over, and that is what we all desire: to get on with the job and finish off the German war as soon as possible.'

Over the Rhine, then, let us go. And good hunting to you all on the other side.'

— Field Marshall Bernard Montgomery,
March 1945

The British Army is at the Rhine, ready to cross into Germany. Opposing them are the resolute troops of the German *Kriegsmarine* (navy personnel) and the newly-raised *Panzerdivision 'Clausewitz'*. When the hammer falls in late March 1945, fierce night battles erupt all along the front. Small gaps are created through which fly new better armoured and upgunned Comet tanks, the pinnacle in British cruiser tank design. However, the night-fighters of *Panzerdivision 'Clausewitz'* with their infra-red equipment await them in the shadows...

INSIDE YOU WILL FIND:

- The history of the battle for the northern Rhine, including the battles of Operation Plunder.
- History of the 51st (Highland) and 15th (Scottish) Divisions during Operation Plunder, and the 11th Armoured Division during the breakout.
- The option to field a British Rifle Company, Armoured Squadron and the uniquely organised B Squadron, 15th/19th Hussars.
- History of the defenders of the Rhine, including 2. *Marine-Infanteriedivision* and *Panzerdivision 'Clausewitz'*.
- The option to field a *Marine-Grenadierkompanie*, backed by imposing rail-mounted heavy FlaK guns, *Panzerkampfgruppe Wallenberg*, equipped with night-fighting Panther tanks and *Jagdpanther* tank-hunters, and *Panzerkampfgruppe von Benningsen*, armed with Panther and Panzer IV tanks.
- Optional rules for fighting battles at night.
- Inspirational colour photos.

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<http://www.FlamesOfWar.com>

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