

KAMPFGRUPPE KÄSTNER

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING
FOR A GRENADIERKOMPANIE OF KAMPFGRUPPE KÄSTNER,
KORSUN POCKET 1944



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

UPDATED ON
29 AUGUST 2014



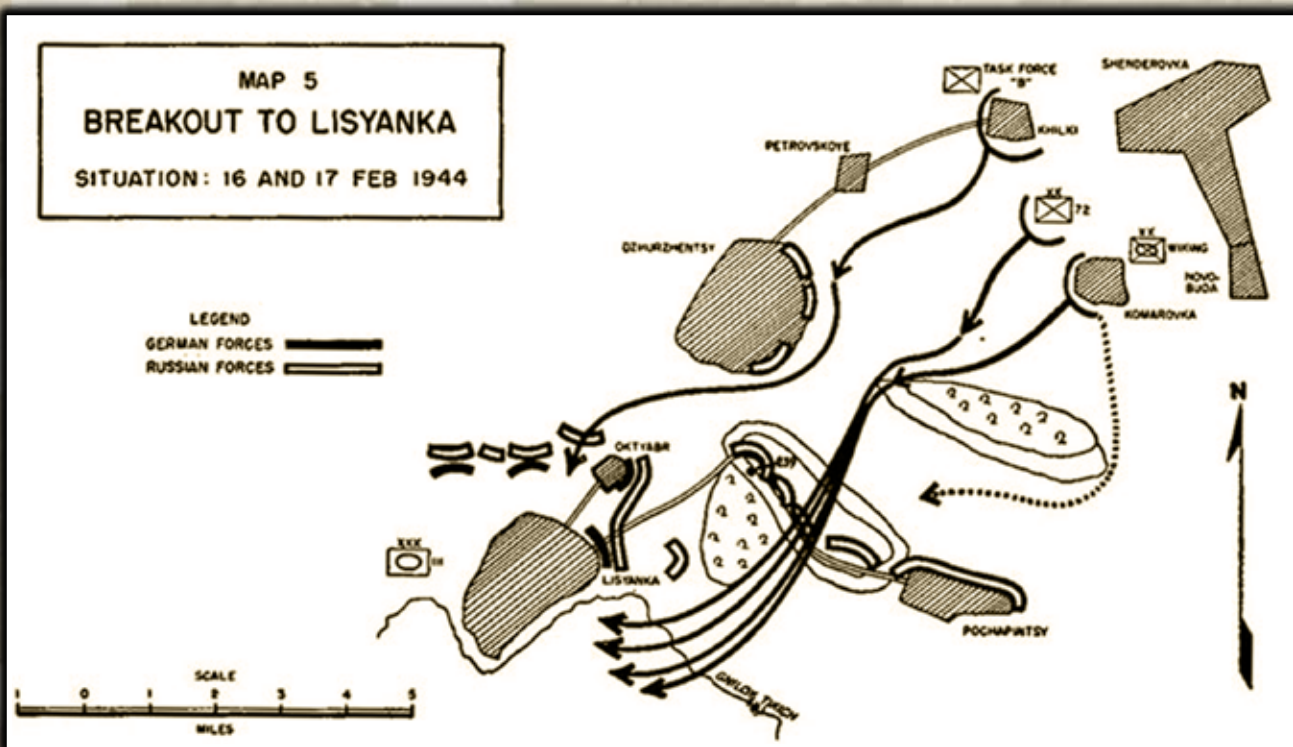
Kampfgruppe Kästner

In January 1944, over 50,000 German troops were trapped in the Korsun pocket. The German relief effort had fallen just short leaving the troops inside just one option, a desperate breakout attempt had to be made. Despite most of the troops having to move on foot the breakout was largely successful, and over 35,000 men surrounded at Korsun reached safety. The commander who led this remarkable operation from the front was Major Robert Kästner, acting commander of the 105. Grenadierregiment, 72. Infanteriedivision.

This tough front-line officer received the Knight's Cross with Oak Leaves for his efforts.

Kästner was a strong stocky man with an outgoing personality that inspired confidence in his men. A career soldier, he had joined the Reichsheer in 1931 and risen through the ranks. He was commissioned an officer in the infantry in 1937. He had fought from 1939 in Poland, through over two years in Russia, up to the events at Korsun. Kästner took over command of the 105. Grenadierregiment in April 1943. In December 1943 he successfully led the regiment in defence of the Dneiper River line and was awarded his first Knight's Cross.

At the conclusion of the Korsun pocket battles, Kästner's unit was one of the few left inside the pocket in a state approaching full strength and so played a critical role in the breakout and the battles leading up to it. Starting on the night of 11 February 1944 an assault group of grenadiers, assault guns, 2cm anti-aircraft guns and field artillery was assembled. It was led by Kästner and was to attack and seize Novo Buda. Handing Novo Buda over to following units,



Major Robert Kästner



Kästner and his men then moved on to take Komarovka the next night. Both towns were needed to secure suitable jumping-off positions for the impending breakout.

In both cases Kästner first carried out careful pre-battle reconnaissance of the villages and waited for night to maximise concealment. Both assaults succeeded with few German losses.

He did not have long to rest on his laurels. A few nights later, on 16 February, the main breakout attempt began. By now things were desperate. Three spearheads would lead the way, to maximise the chances that at least some would get through. Again, Kästner's men led the first spearhead to set out. All wheeled transport was abandoned, and at the final crossing of the Gniloy Tikich River many units even abandoned their tracked vehicles. Relying on silence and close combat where necessary, Kästner's men broke through the Soviet ring and marched the ten kilometres to German lines before Soviet forces could even react. Virtually all of 72. Infanteriedivision escaped the pocket, the division only suffering modest losses.

Promoted to Obersteunant after these battles, Kästner stayed with 72. Infanteriedivision for the rest of the war. Moved to Poland for rest and rebuilding, the 72. Infanteriedivision performed well defending on the Vistula River line after the Soviet breakthrough in Operation Bagration.

It was again smashed in the Soviet Vistula offensive in January 1945, but still fell back intact and was back in action in March. Eventually it surrendered to the Soviets



in May 1945, one of the few intact divisions remaining on the eastern front. Kästner survived the war and returned to civilian life.

CHARACTERISTICS

Robert Kästner is a Warrior Higher Command Panzerfaust SMG team rated as **Confident Veteran**. He may join a Kampfgruppe Kästner Grenadierkompanie for +50 points. He can be mounted in a Kübelwagen for +5 points.

Kästner is a tough aggressive commander, but has learnt through experience that careful planning and scouting are often more important for victory in Russia.

KEEP MOVING FORWARD

Kästner knew that in attack or defence, delay meant death.

Kästner and any platoon he has joined to may re-roll any failed bogging check to cross Difficult Terrain.

Kästner and any platoon he has joined to may make a Stormtrooper Move on a roll of 2+.

EXPERT FIELDCRAFT

Kästner is very experienced leading his men across open ground.

Kästner and any teams in a platoon he has joined are always Gone to Ground, unless they move At the Double, carry Passengers that are not Recce teams, shoot, or assault.

The Concealment of Night does not allow Kästner and the platoon he has joined to use Expert Fieldcraft. They must still be Concealed by Terrain.

LEAD FROM THE FRONT

Kästner knew the importance of rapid movement and was not afraid to lead from the front when the situation demanded.

Kästner and one platoon he has joined may make Spearhead Deployment move (see page 261 of the rulebook).

KAMPFGRUPPE KÄSTNER SPECIAL RULES

In addition to the normal German special rules a Kampfgruppe Kästner Grenadierkompanie also uses the following:

KORSUN POCKET BREAKOUT FORCE

Major Robert Kästner and the men 72. *Infanterie* division's goal is to breakout of the Soviet encirclement. For this to be successful they need to attack.

A Kampfgruppe Kästner Grenadierkompanie Always Attacks in any mission, even against other Always Attacks forces.

NIGHT ATTACK

While not normal German doctrine, night attacks were used by the Korsun pocket survivors to nullify the range advantage of the Soviet tanks surrounding them on the open steppe.

A player commanding a Kampfgruppe Kästner Grenadierkompanie may elect to make a Night Attack in missions that do not use the Meeting Engagement special rule (see page 264).

If they do so, the game starts in darkness and uses the Night Fighting rules (on page 272 of the Flames Of War rulebook) until morning breaks using the Dawn rules (page 273 of the Flames Of War rulebook).



FIGHTING WINTER BATTLES

More than any Soviet leader, 'General Winter' was responsible for halting the German advance at the end of 1941. The snow and ice of that terrible winter proved as dangerous as any enemy to the invading Germans. The Red Army took advantage of subsequent winters to launch major offensives, relying on the snow and ice to immobilise the Germans, allowing their own less technological forces free reign.

The following optional rules are included for use if both players agree.

In winter the entire battlefield is covered in snow, often in deep drifts hiding all manner of obstacles. Snow makes all Cross-country terrain into Difficult Going and all Roads into Cross-country terrain.

Streams, rivers, lakes, and marshes freeze solid making crossing possible, but risky. Frozen streams are only Difficult Going instead of the usual Very Difficult Going. Rivers, lakes and swamps ice over becoming Difficult Going as well. However, armoured vehicles face an additional risk. They must add 3 to their initial Boggling Roll and compare the result with their Front armour rating. If the result is less than their Front armour rating, the tank breaks through the ice and disappears into the water below. On a higher result, the ice holds.

In Spring all Roads become Cross-country terrain, while all Cross-country terrain counts as Difficult Going. Streams become rivers, creeks become streams, and marshes become Very Difficult Going.



WIKING SS SPECIAL RULES

In addition to the normal German special rules a SS-Panzer Grenadier Platoon (Page 13) of the 5. SS-Panzerdivision 'Wiking' also uses the following rules:

FOLLOWING ORDERS

The Flemish soldiers of the Belgian Regiment were adamant in following their assigned task to the letter. They never varied from their attack plans.

A SS-Panzer Grenadier Platoon of the 5. SS-Panzerdivision 'Wiking' may make a Stormtroopers Move while Pinned Down and may move towards the enemy while making this move.

POLITICAL ASSASSINS

Wiking SS-Division officers had a nasty habit of identifying and eliminating the Communist Komissars that they encountered on the Eastern Front.

When Infantry teams from a SS-Panzer Grenadier Platoon shoot at a platoon that contains a Soviet Komissar team, you may make a second roll for each hit scored on the platoon.

- If you roll a 5 or 6, you can choose to mark the Komissar team as a priority target similar to the Gun Tank rule in the rulebook.
- Otherwise, the hits are allocated as normal.

When used, this rule overrides all other rules about hit allocation except those regarding valid targets.



Grenadierkompanie

(TANK COMPANY)

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

HEADQUARTERS



Grenadierkompanie HQ

COMBAT PLATOONS

INFANTRY



Grenadier Platoon

INFANTRY



Grenadier Platoon

INFANTRY



Grenadier Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Grenadier Machine-gun Platoon

MACHINE-GUNS



Grenadier Machine-gun Platoon

ARTILLERY



Grenadier Mortar Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Grenadier Infantry Gun Platoon

ANTI-TANK



Grenadier Anti-tank Gun Platoon

RECONNAISSANCE



Grenadier Scout Platoon

ANTI-AIRCRAFT



Grenadier Anti-aircraft Gun Platoon


INFANTRY



Grenadier Pioneer Platoon

DIVISION SUPPORT PLATOONS

ARMOUR



Assault Gun Platoon

Tank-hunter Platoon

Anti-tank Gun Platoon

INFANTRY



SS-Panzergrenadier Platoon

ARTILLERY



Artillery Battery

ARTILLERY



Rocket Launcher Battery


Armoured Rocket Launcher Battery

ANTI-AIRCRAFT




Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

The German Army is well trained and has many victorious campaigns behind it. The soldiers are confident that victory lies in the near future. A Grenadierkompanie is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

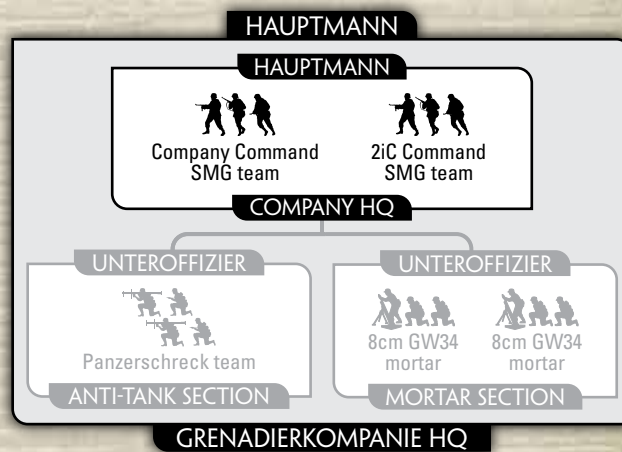
GRENADIERKOMPANIE HQ

HEADQUARTERS

Company HQ 40 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add an Anti-tank Section for +25 points.
- Replace Panzerschreck team with a 8.8cm RW43 Püppchen rocket launcher at no cost.
- Add Mortar Section for +55 points.
- Add up to three Sniper teams for +50 points per team.



Normally Grenadiers are the backbone of the German defensive line, leaving mobile attacking operations up to the Panzertruppen, only moving forward to hold the ground taken. However, during the breakout from the Korsun

Pocket the Grenadiers of the 72. Infanteriedivision under Major Robert Kästner were forced to attack out.

This was achieved through the surprise of night attacks. This limited the Soviets visibility across the open steps and saved the Grenadiers from prolonged heavy fire from the Soviet defenders.

COMBAT PLATOONS

GRENADIER PLATOON

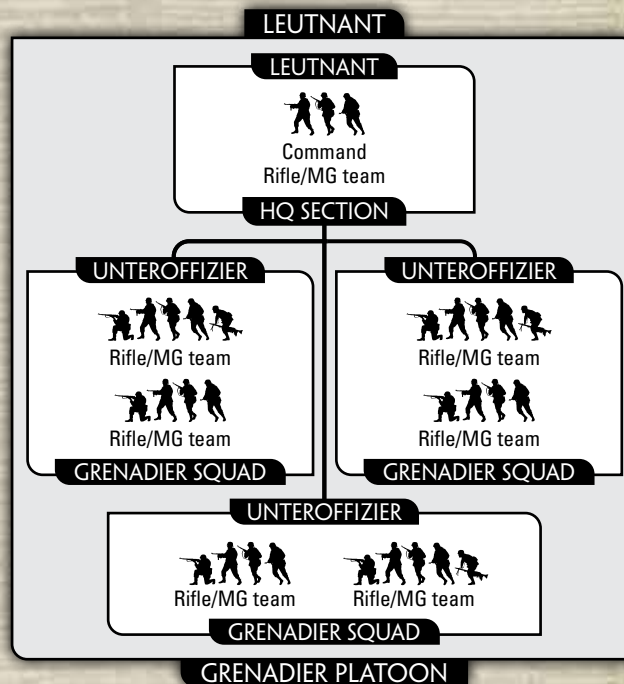
PLATOON

HQ Section with:
 3 Grenadier Squads 155 points
 2 Grenadier Squads 110 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams for no cost.

Only one Grenadier Platoon in the company may replace its Rifle/MG teams with SMG teams.



Under the cover of darkness move your Grenadiers forward, don't open fire until you are assault distance. Before finally assaulting pin the defenders with mortars and artillery.

The *Infanterieregiment* has considerable engineering capability of its own and each battalion forms a pioneer platoon from its Grenadiers as needed. These infantry pioneers are

called 'white' pioneers because they wear the white piping of infantry rather than the black piping of engineers.

If your Grenadierkompanie has three Grenadier Platoons, you may upgrade the smallest Grenadier Platoon to a Grenadier Pioneer Platoon for +15 points per squad. This converts the Command team and every Rifle/MG team into Pioneer teams with the same armament. The Grenadier Pioneer Platoon may have a horse-drawn Pioneer Supply Wagon for an additional +20 points.

WEAPONS PLATOONS

GRENADIER MACHINE-GUN PLATOON

PLATOON

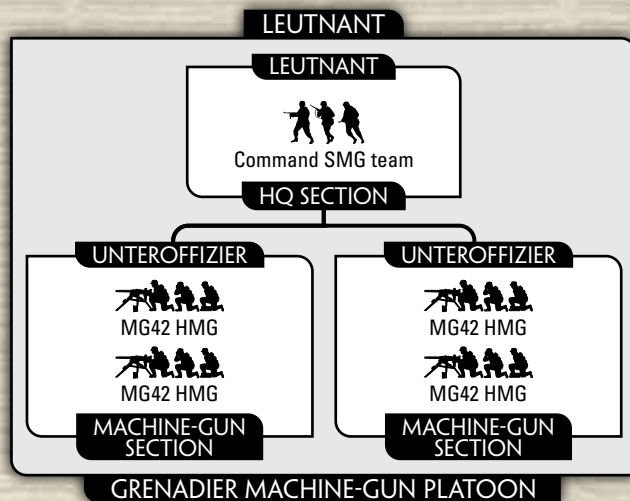
HQ Section with:

2 Machine-gun Sections	135 points
1 Machine-gun Section	70 points

OPTION

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

The machine-gun platoons are essential in both attack and defence. When attacking they use their speed and initiative to find covered positions from which they can engage the defences and pin them for the *Grenadier* attack. In defence they form the front line using their range and firepower to keep the enemy at bay.



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

GRENADIER MORTAR PLATOON

PLATOON

HQ Section and:

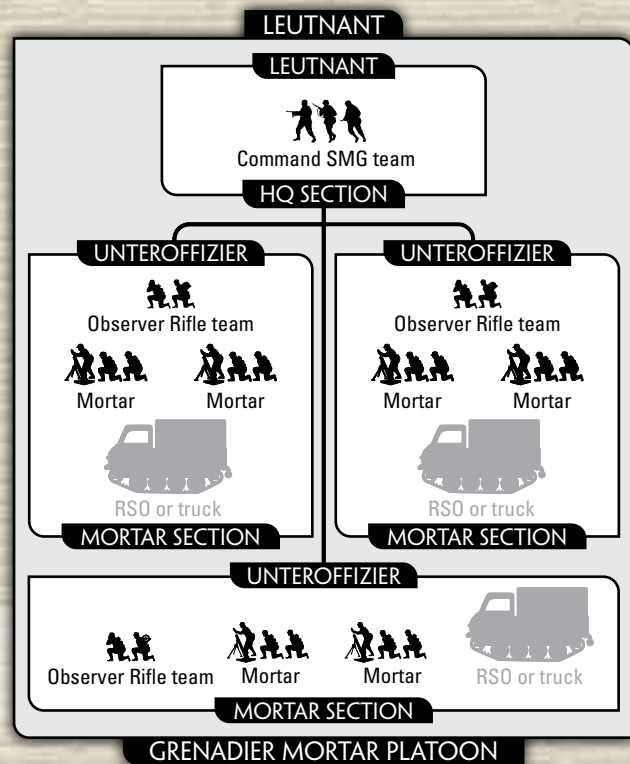
3 Mortar Sections with:	180 points
6 8cm GW34	
2 Mortar Sections with:	160 points
4 12cm sGW43	
4 8cm GW34	125 points
1 Mortar Section with:	
2 12cm sGW43	80 points
2 8cm GW34	65 points

OPTION

- Add 3-ton trucks or RSO tractors to a platoon equipped with 12cm sGW43 mortars for +5 points for the platoon.

You must 12cm sGW43 mortars in you Grenadier Mortar Platoon if you have 8cm GW34 mortars in the Company HQ.

Mortar platoons provide instant artillery support for breaking up enemy concentrations and pinning down their supporting weapons. As the heavy 12cm mortars became available, the lighter 8cm models were assigned out to the company headquarters for close support work.



GRENADEIERKOMPANIE SUPPORT PLATOONS

GRENADEIER INFANTRY GUN PLATOON

PLATOON

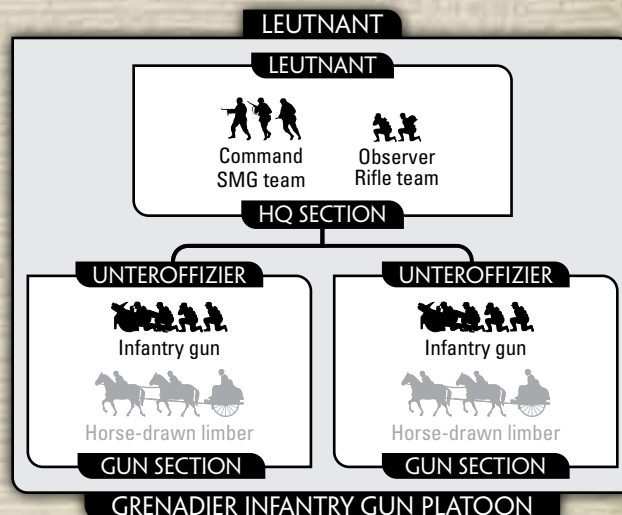
HQ Section with:

2 7.5cm leIG18	65 points
2 15cm sIG33	145 points

OPTIONS

- Add horse-drawn limbers for +5 points for the platoon.
- Replace both horse-drawn limbers with 3-ton trucks or RSO tractors at no cost.

Infantry gun platoons provide the *Grenadierkompanie* with close-support artillery, taking out targets such as gun positions and bunkers with direct fire. The light 7.5cm guns are useful in the forward areas firing over open sights at enemy machine gun nests. The heavy 15cm guns are more suited to sitting back and firing as heavy artillery.



GRENADEIER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 3.7cm PaK36	80 points
2 3.7cm PaK36	55 points

3 5cm PaK38	90 points
2 5cm PaK38	60 points

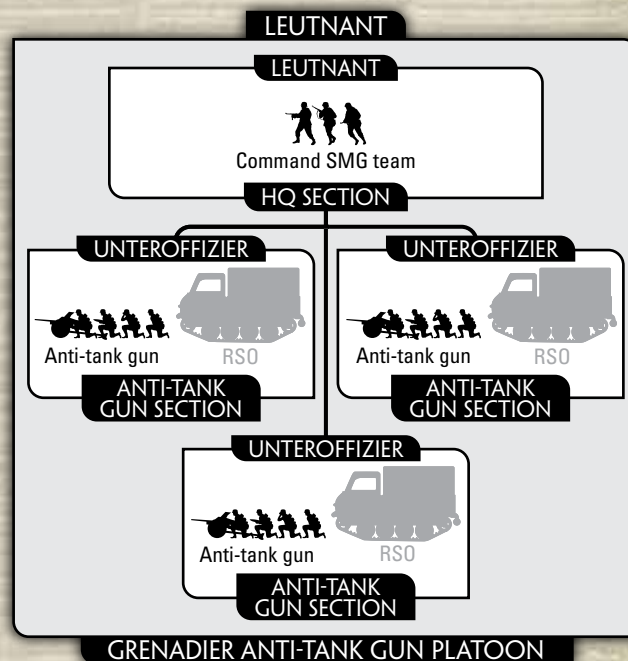
3 7.5cm PaK97/38	95 points
2 7.5cm PaK97/38	65 points

3 7.62cm PaK36(r)	125 points
2 7.62cm PaK36(r)	85 points

3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

OPTIONS

- Add RSO tractors for +5 points for the platoon.



The Grenadiers' regimental anti-tank guns are few and far between, but often the only thing they have to keep enemy tanks at bay. Even the older models can provide good service if carefully positioned so that they cannot be seen until the enemy is at point-blank range.

GRENADIER SCOUT PLATOON

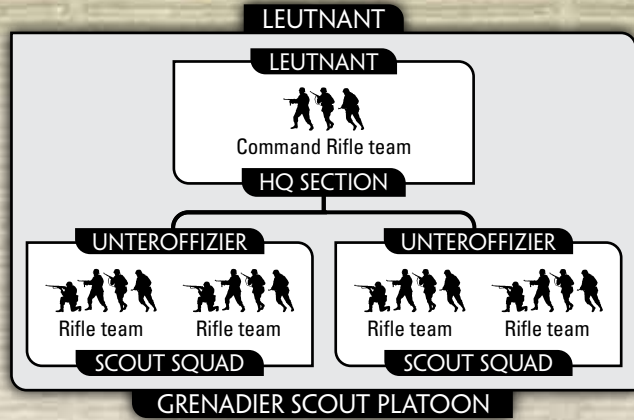
PLATOON

HQ Section with:
 2 Scout Squads 115 points
 1 Scout Squad 70 points

OPTIONS

- Replace Command Rifle team with a Command Panzerknacker SMG team for +10 points.
- Replace all Rifle teams with Assault Rifle teams for +15 points per team.
- Replace Command Assault Rifle team with Command Panzerknacker Assault Rifle team for +5 points.

Grenadier Scout Platoons are Reconnaissance Platoons.



The regimental scouts are the only reconnaissance troops left in the *Infanteriedivision*. Their main role is scouting the flanks of an advance to prevent the Grenadiers from being ambushed. They are also a useful combat reserve for last-ditch counterattacks to regain lost positions.

GRENADIER ANTI-AIRCRAFT GUN PLATOON

PLATOON

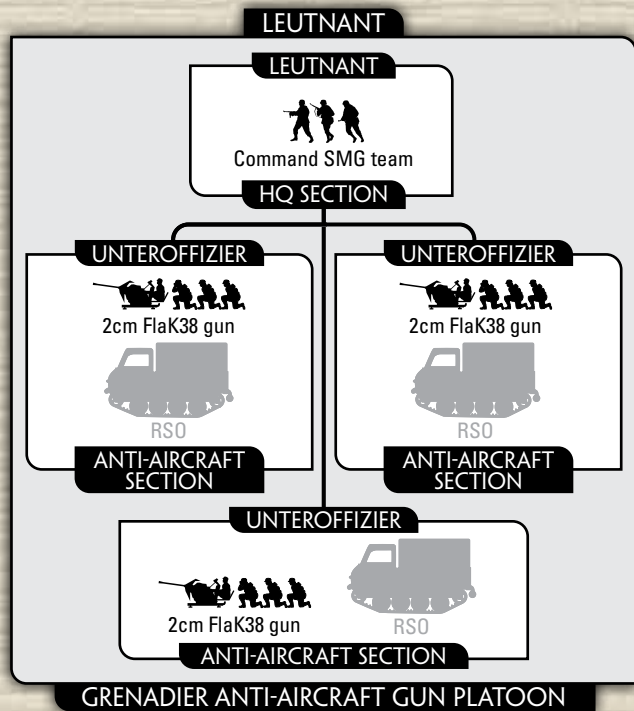
HQ Section with:
 3 2cm FlaK38 75 points

OPTION

- Add RSO tractors for +5 points for the platoon.

Unfortunately, the Grenadiers have very little in the way of anti-aircraft gun support, sporting just one company within the anti-tank battalion.

However, these light anti-aircraft guns can move and hide from marauding aircraft along with the infantry they are supporting, much better than the tanks and half-tracks of the armoured divisions.



GRENADIER PIONEER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads	235 points
2 Pioneer Squads	165 points
1 Pioneer Squad	95 points

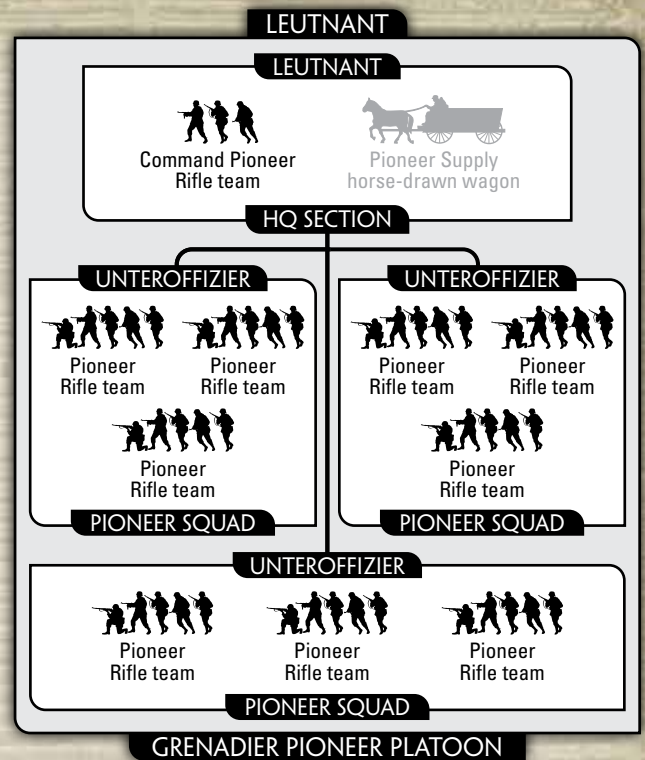
OPTIONS

- Replace Command Pioneer Rifle team with Command Pioneer Panzerknacker SMG team for +5 points or Command Pioneer Panzerfaust SMG team for +10 points.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

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

The 'black' pioneers of the *Infanteriedivision* perform all the specialist engineering tasks. They lay minefields, prepare bunkers, and create other defensive positions.

When the Grenadiers counterattack to regain lost positions, the pioneers lead the way with their flame-throwers.



Divisional Support

MOTIVATION AND SKILL

Like the troops they support, the Divisional Support Platoons are experienced troops that know their worth. Divisional Support Platoons are rated as **Confident Veteran**, unless otherwise noted.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

ASSAULT GUN PLATOON

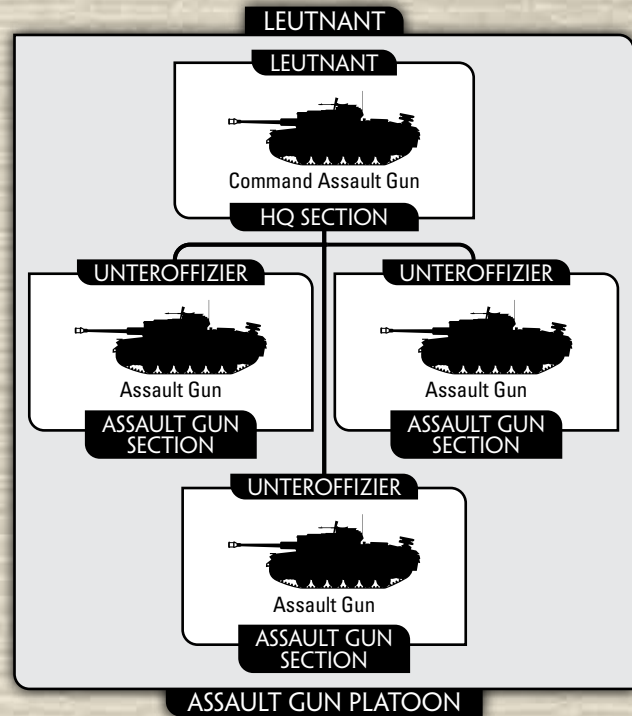
PLATOON

4 StuG G	380 points
3 StuG G	285 points
2 StuG G	190 points

OPTION

- Replace one or all StuG G assault guns with StuH42 assault guns at no cost.

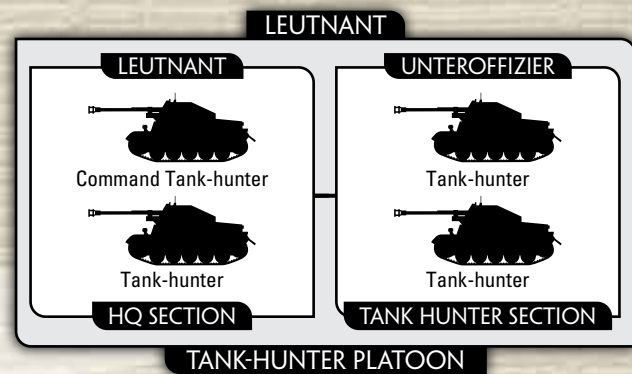
As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



TANK HUNTER PLATOON

PLATOON

4 Marder II	260 points
3 Marder II	195 points
2 Marder II	130 points
4 Marder III H	260 points
3 Marder III H	195 points
2 Marder III H	130 points
4 Marder III M	255 points
3 Marder III M	190 points
2 Marder III M	125 points



The life of a tank-hunter is one of fire and movement if he is to survive in the world of heavy and fast tanks. Being able to get off the first shot, on target, becomes your main concern.

Self-propelled anti-tank guns are an inexpensive way to get high calibre guns into the front lines. More mobile than normal anti-tank platoons, the tank-hunters can outmanoeuvre or ambush the enemy to bring devastating fire upon advancing enemy armoured formations.

Though tank-hunters can contribute immensely to your defence, to keep them in the field, be wary of their two biggest handicaps. Lighter tank-hunters have thin armour so they must avoid direct confrontation with armoured tanks. Heavy tank-hunters have the armour to stand toe to toe with tanks but lack the protection to ward off assaulting infantry.

ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

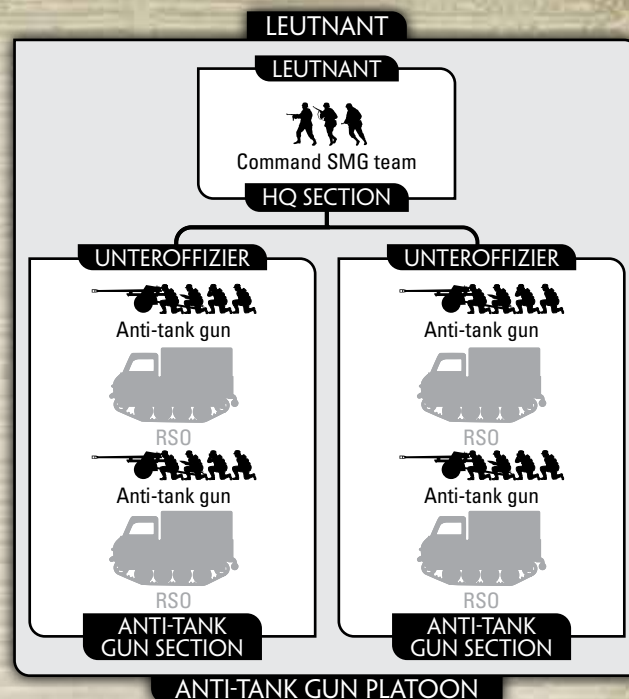
4 7.5cm PaK40	205 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

4 7.62cm PaK36(r)	165 points
3 7.62cm PaK36(r)	125 points
2 7.62cm PaK36(r)	85 points

OPTIONS

- Add RSO tractors for +5 points for the platoon.
- Replace all RSO tractors with Sd Kfz 7 or 11 half-tracks for +5 points for the platoon.

When emplaced in a position where they are protected by infantry, the large guns of an anti-tank platoon become an instant strongpoint around which to orchestrate your battle plan.



SS-PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

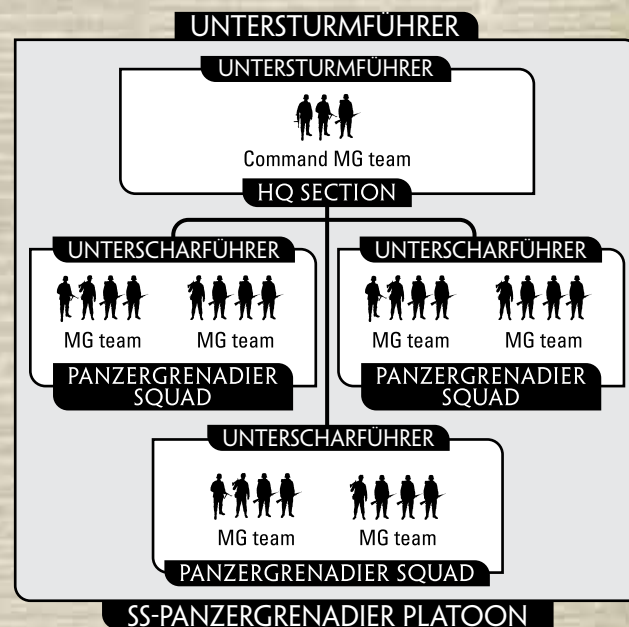
3 Panzergrenadier Squads	220 points
2 Panzergrenadier Squads	155 points

OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.

During the Korsun breakout battles the Grenadiers of the 72. *Infanteriedivision* fought alongside the SS-Panzergrenadiers of the 5. *SS-Panzerdivision* 'Wiking'.

In addition to the normal German Special rules SS-Panzergrenadier Platoons use the Wiking SS special rules on page 5. SS-Panzergrenadier Platoons are rated Fearless Veteran.



SS-Panzergrenadier Platoons are Allies to the Heer and follow the Allies rules on page 70 of the rulebook.



ARTILLERY BATTERY

PLATOON

HQ Section and:

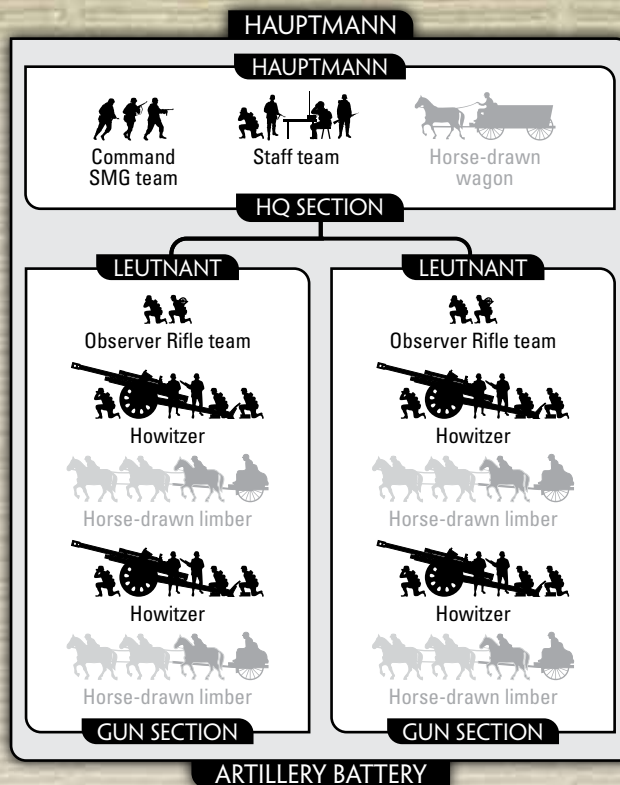
2 Gun Sections with:	
4 15cm sFH18	310 points
4 10.5cm leFH18	210 points

1 Gun Section with:	
2 15cm sFH18	160 points
2 10.5cm leFH18	115 points

OPTIONS

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

The 10.5cm leFH18 is the standard artillery piece of the German army. It has a heavy shell making its bombardments quite destructive. If necessary, it can defend itself against tanks with specialist anti-tank ammunition. Overall it is an excellent gun. Its biggest weakness is its lack of mobility after the huge losses of horses and motor vehicles in the winter battles.



ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Gun Sections with:	
6 21cm NW42	240 points
4 21cm NW42	175 points

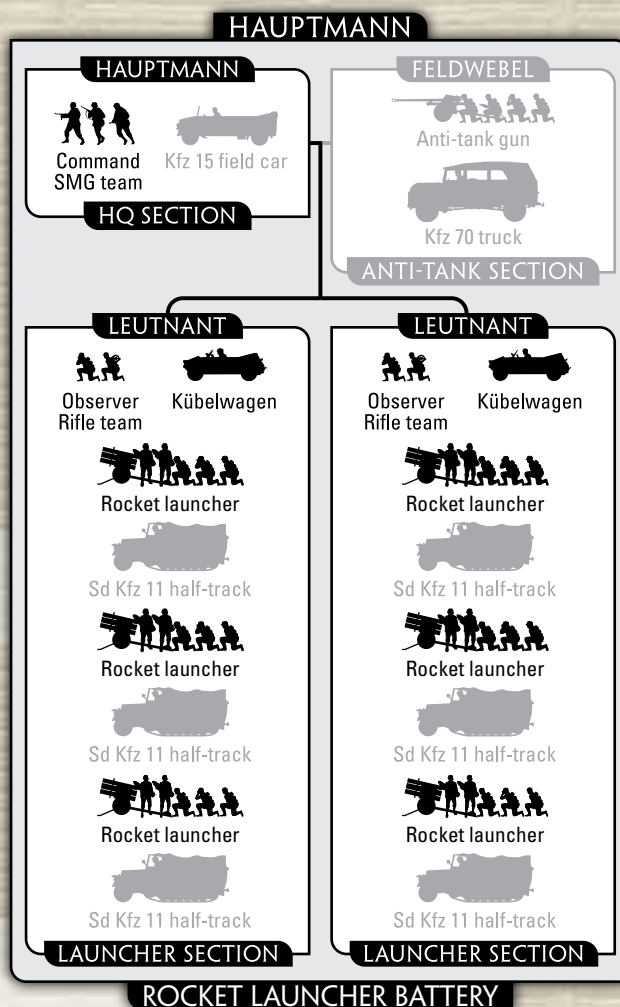
6 15cm NW41	200 points
4 15cm NW41	145 points

1 Gun Section with:	
3 21cm NW42	125 points
2 21cm NW42	90 points
3 15cm NW41	105 points
2 15cm NW41	75 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the battery.
- Add an Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun and Kfz 70 truck with 7.5cm PaK40 gun and Sd Kfz 11 half-track for +25 points.

An economical way to deliver massive support in either offensive or defensive operations, the NW41 or NW42 rocket launcher batteries deliver crushing firepower at a moment's notice.



ARMoured ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

- 2 Launcher Sections with:
 - 8 Panzerwerfer 42 365 points
 - 6 Panzerwerfer 42 305 points

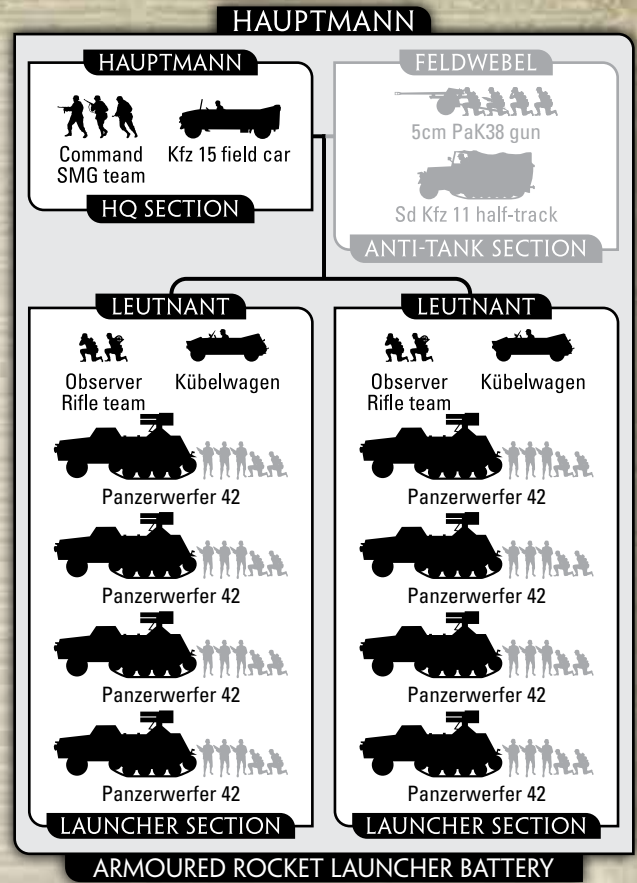
- 1 Launcher Section with:
 - 4 Panzerwerfer 42 210 points
 - 3 Panzerwerfer 42 165 points

OPTIONS

- Model Panzerwerfer 42 rocket launchers with 5 or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.
- Add Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun with 7.5cm PaK40 gun for +20 points.

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

Mobile rocket launchers address the main vulnerability of the near stationary NW41 rocket launcher. They can provide the same devastating support while allowing you to move them rapidly away from immediate counterbattery fire. This survivability provides you the means to provide continuous support without the fear of immediate enemy retaliation.



ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points
3 Armoured Sd Kfz 10/5 (2cm)	120 points
2 Armoured Sd Kfz 10/5 (2cm)	80 points
3 Sd Kfz 7/1 (Quad 2cm)	120 points
2 Sd Kfz 7/1 (Quad 2cm)	80 points
3 Armoured Sd Kfz 7/1 (Quad 2cm)	150 points
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points
3 Sd Kfz 7/2 (3.7cm)	140 points
2 Sd Kfz 7/2 (3.7cm)	95 points
3 Armoured Sd Kfz 7/2 (3.7cm)	165 points
2 Armoured Sd Kfz 7/2 (3.7cm)	110 points



HEAVY ANTI-AIRCRAFT GUN PLATOON

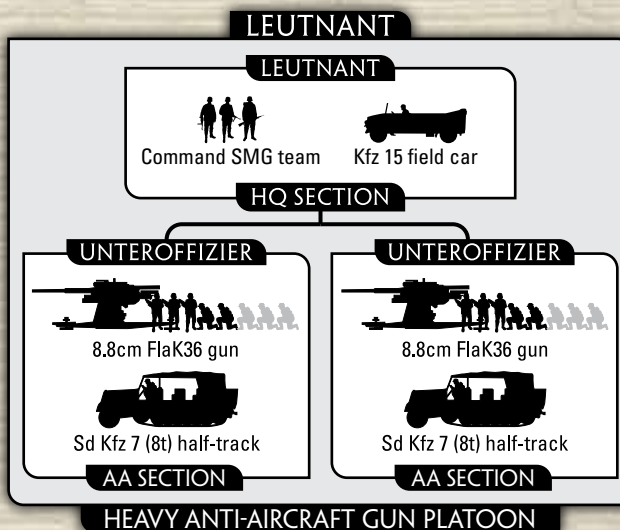
PLATOON

HQ Section with:	
2 Anti-aircraft Sections	165 points
1 Anti-aircraft Section	85 points

OPTION

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

The Allies have learned to respect this weapon and will often go out of their way to avoid it. When well positioned these weapons can halt an attack as it starts.



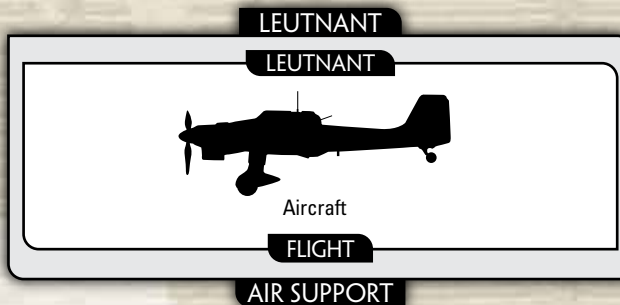
AIR SUPPORT

LIMITED AIR SUPPORT

Ju 87D Stuka	135 points
Ju 87G Stuka	135 points
Hs 129B	155 points

SPORADIC AIR SUPPORT

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





German Arsenal

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
ASSAULT GUNS					
StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. <i>Breakthrough gun, Hull mounted, Smoke.</i>
TANK-HUNTERS					
Marder II <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 2	0 12	0 3+	AA MG. <i>Hull mounted.</i>
Marder III H <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 2	0 12	0 3+	Hull MG. <i>Hull mounted.</i>
Marder III M <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	0 2	0 12	0 3+	AA MG. <i>Hull mounted.</i>
ARTILLERY (SP)					
Panzerwerfer 42 (Maultier) <i>15cm RW42 rocket launcher</i>	Half-tracked <i>64"/160cm</i>	0 -	0 3	0 4+	AA MG, Armoured rocket launcher. <i>Rocket launcher, Smoke bombardment.</i>
ANTI-AIRCRAFT (SP)					
Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Anti-aircraft, Gun shield.</i>
Armoured Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	0 4	0 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	- 6	- 5	- 5+	<i>Anti-aircraft, Gun shield.</i>
Armoured Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	0 6	0 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/60cm</i>	- 4	- 6	- 4+	<i>Anti-aircraft, Gun shield.</i>
Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/60cm</i>	0 4	0 6	0 4+	<i>Anti-aircraft.</i>
VEHICLE MACHINE-GUNS					
Vehicle MG	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</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.
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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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8.8cm RW43 (Puppchen) launcher	Man-packed	16"/40cm	1	11	5+	
8cm GW34 mortar	Man-packed	40"/100cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK97/38	Medium	24"/60cm	2	10	3+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

RSO	Slow Tank	-	-	-
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-
Horse-drawn limber	Wagon	-	-	-

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank