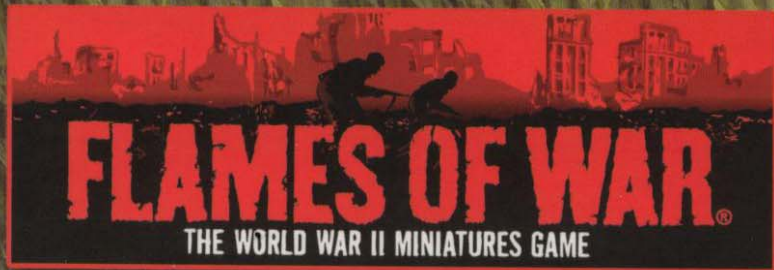




INTELLIGENCE HANDBOOK ON
GERMAN ARMOURD FORCES
ON THE EASTERN FRONT



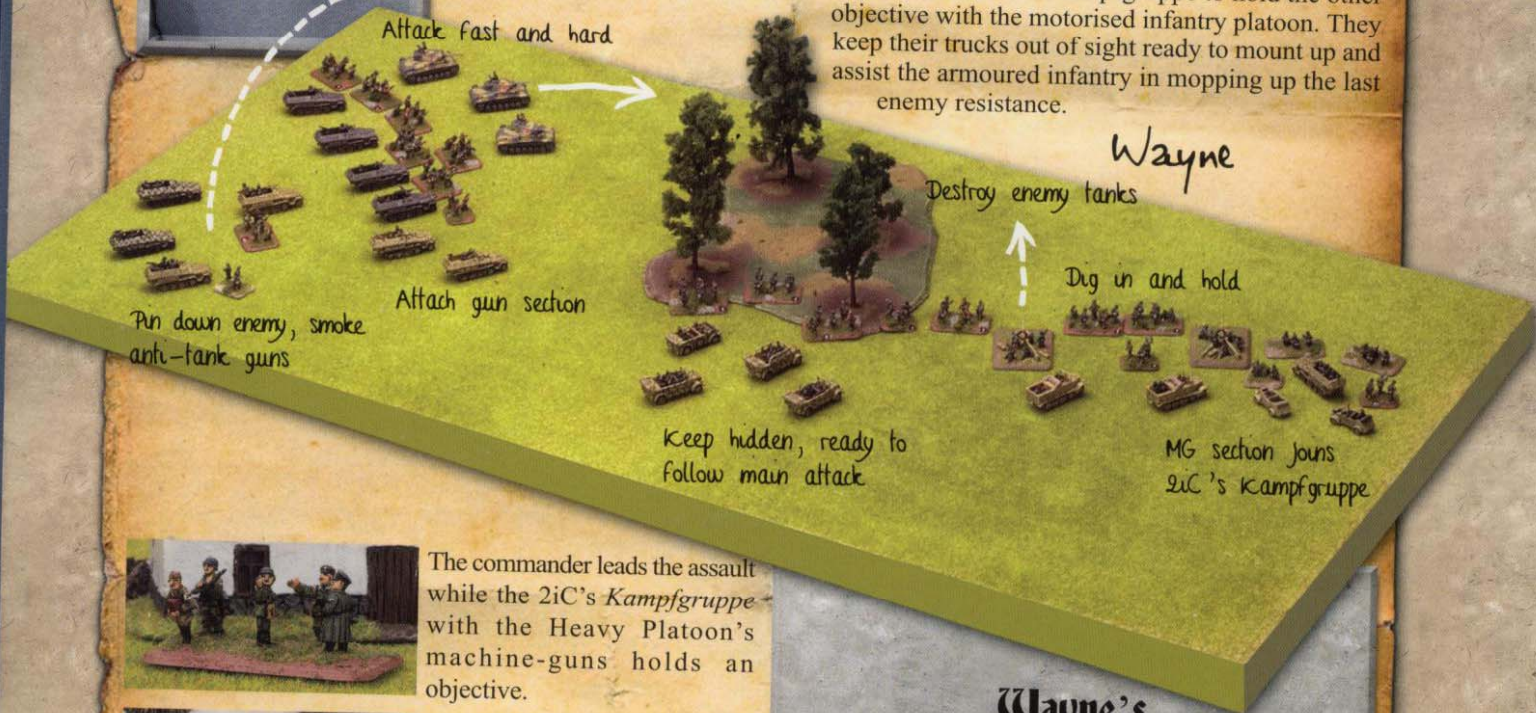


Tactics

My Panzergrenadier company is small, but heavily armed. It does not have the numbers for a long fight, so it has to hit hard and fast to win.

The tanks and the armoured infantry platoon (with the assault gun section attached) leads the attack. The plan is to get amongst the enemy and assault the objective. The half-tracks and tanks use their machine-guns to shoot the infantry onto the target, pinning down any opposition to allow them to assault and win. The rump of the heavy platoon with its mortars cover the attack by firing on anti-tank guns to pin them down or bury them in smoke, while the tank and the anti-tank guns deal with any enemy tanks that try to interfere.

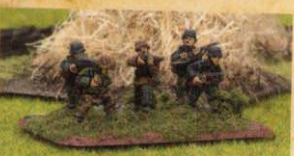
The machine-gun section meanwhile joins the 2iC as a Kampfgruppe to hold the other objective with the motorised infantry platoon. They keep their trucks out of sight ready to mount up and assist the armoured infantry in mopping up the last enemy resistance.



The commander leads the assault while the 2iC's *Kampfgruppe* with the Heavy Platoon's machine-guns holds an objective.



The armoured Panzergrenadier Platoon is fast and well-armed. It can beat any enemy infantry it assaults.



The motorised Panzergrenadier Platoon covers the flank of the armoured platoon and follows up to exploit their successes.



The Heavy Platoon gives the force flexibility. It has artillery, some (light) assault guns, and more machine-guns.



The heavy 7.5cm PaK40 anti-tank guns can penetrate any enemy tank. Under their protection the infantry attack.



Panzer III tanks are a good mid-range tank. They are mobile and well-armoured with the gun to defeat any medium tank.

Wayne's Panzergrenadierkompanie

Headquarters Platoon

Company HQ	45 points
Upgrade to Panzerknacker SMG	10 points
Add Sd Kfz 251	15 points

Combat Platoons

Armoured Panzergrenadier Platoon	285 points
Upgrade to Panzerknacker SMG	5 points
Motorised Panzergrenadier Platoon	220 points
Upgrade to Panzerknacker SMG	5 points

Weapons Platoon

Armoured Heavy Platoon	
1x Machine-gun section	120 points
Add Gun section	125 points
Add Mortar section	110 points

Support Platoons

Anti-tank Gun Platoon	
2x 7.5cm PaK40 guns	175 points
Upgrade to Sd Kfz 11 half-tracks	5 points

Panzer Platoon

3x Panzer III L	375 points
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Total	1495 points
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Hitler's Fire Brigade

INTELLIGENCE HANDBOOK ON GERMAN ARMoured FORCES ON THE EASTERN FRONT

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Photography: Battlefront Studio

Photographs: National Library of New Zealand, Imperial War Museum, Bovington Tank Museum, Australian War Memorial, Roger Key Private Collection, NARA, Deutsches Wehrkundearchiv, National Archives Of Canada

Proof Reading: Paul Beach

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And thanks to all of the playtesters!

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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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BATTLEFRONT

Battlefront Miniatures Ltd

Auckland

New Zealand

Flames Of War website:

<http://www.FlamesOfWar.com>

ISBN 0-473-09562-9

Hitler's Fire Brigade

"In the proud name of *Grossdeutschland* we wish to embody the greater German *Wehrmacht*, and we wish to do our duty like every unit of the German Army. But just as we now march at the head of parades, so too we wish, if it should someday come to that, to be able to lead the way in the attack."
—Oberst von Stockhausen, June, 1939

Panzergranadierdivision Grossdeutschland, the 'Greater Germany' Motorised Infantry Division, is without a doubt the finest unit in the *Wehrmacht*, the German Army. Nicknamed 'Hitler's Fire Brigade', it is *Grossdeutschland* that races from crisis to crisis putting out the fires springing up across the Eastern Front.

This Intelligence Handbook will tell you all that you need to know to command Hitler's Fire Brigade or any other German armoured or motorised force in battle on the Russian Front during 1942 and 1943.

WATCHING OVER BERLIN

Formed in 1933, *Wachregiment Berlin*, the Berlin Guard Regiment, was charged with protecting the nation's capital, and rightfully regarded as the army's premier unit. The Berlin Guard Regiment contained volunteers from all over Germany, so when it was transformed into a motorised infantry regiment in 1939 in preparation for the coming war, it was natural to give it the honour title '*Grossdeutschland*'—Greater Germany.

The new *Infanterieregiment Grossdeutschland* had high standards. Like the old Prussian Guard, new recruits had to be at least 5'7"/170cm tall, be physically fit (including not wearing glasses) and have no criminal record. Only the cream of each year's intake were selected.

GERMANY'S NEW HEROES

Grossdeutschland was still forming during the invasion of Poland, but by 1940 it was ready and eager for combat. Attached to General Guderian's *XIX Panzerkorps*, the regiment led the attack into France. Justifying the high hopes of its commanders, *Grossdeutschland* was the first to cross the river Meuse at Sedan, and took the honour of capturing France's second largest city, Lyon.

The first half of 1941 saw *Grossdeutschland* conducting another lightning run. This time they sliced through Yugoslavia to rescue the ill-fated Italian invasion of Greece.

TACKLING THE BEAR

On the 22nd of June 1941, Germany's armoured Panzer troops began Operation *Barbarossa*, the blitzkrieg invasion of the Soviet Union. Marching up to 40 miles a day, *Grossdeutschland* fought bravely in the battles of Briansk and Karachev, defeating Soviet forces, even when outnumbered 10 to 1.

A FROZEN HELL

As autumn turned to winter in 1941 the tide turned in the Russians' favour. The weather was the worst in forty years. German troops were unprepared for such harsh conditions. Record low temperatures made even breathing difficult and frozen guns and engines were useless. German casualties were high. *Grossdeutschland* was reduced to a single battalion of 60 men. Despite all these hardships, the regiment's reconnaissance company reported seeing the spires of the Kremlin in Moscow.

With the blitzkrieg stalled in the snows in front of Moscow, *Grossdeutschland* was withdrawn and rebuilt as *Infanteriedivision Grossdeutschland* in April 1942. The original regiment was given the honour title *Grenadierregiment Grossdeutschland* and a new *Füsilierregiment Grossdeutschland* was raised to expand the elite formation to a full motorised infantry division of two motorised infantry regiments and a tank battalion.



THE LONG FRONT

Having failed to take Moscow in the north, Hitler set his sights upon the oil-rich Caucasus in the south. The summer of 1942 saw the German war machine on the move once again.

Blitzkrieg tactics worked once more. The advance was rapid and by the end of July *Grossdeutschland* had captured Voronezh on the Don river, pursuing the fleeing Soviet forces south towards the Caucasus. This success came at a cost. The German Army stretched from Leningrad in the north to the Kuban in the south, a distance of over 1200 miles.

In August the Soviet army counterattacked at Rzhev near Moscow in the north. Hitler's Fire Brigade raced north to quell the blaze. Only *Grossdeutschland* stood between the Soviet Army and victory outside Moscow. Battalions from *Grossdeutschland* propped up divisions throughout the Ninth Army's 100 mile front. *Grossdeutschland* spent the rest of the year fighting desperate defensive battles to contain the Soviet army in the north. The fiercest fighting was in the Lutchesa Valley, where *Grossdeutschland* was almost wiped out again.

THE FÜHRER'S OBSESSION

While *Grossdeutschland* was fighting for its existence in the north, an even more dramatic battle was occurring in the south around the city of Stalingrad. Named in honour of Stalin, and the most sought-after notch in Hitler's belt, Stalingrad lay toward the southern end of the front. The German army reached the outskirts of Stalingrad on the Volga river in August 1942, yet by November they still hadn't taken this coveted prize. Both leaders threw hundreds of tanks and thousands of infantry into the battle, creating a bloody stalemate.

Finally on November 19 the Soviet Army launched a massive counteroffensive against the weak flanks north and south of the city, surrounding the German Sixth Army in Stalingrad. Despite the efforts of the German Panzer divisions to break the siege, Stalingrad fell on January 31, 1943. With 100,000 men dead and a further 100,000 in captivity, the German army was struck a savage blow.

MANSTEIN'S BACKHANDED BLOW

With the fall of Stalingrad, *Grossdeutschland* was called south. After a brief rest, the division was thrown into the line under the Italian 8th Army on the Don river west of Stalingrad. Fighting a series of bitter defensive battles, *Grossdeutschland* was slowly pushed back to Belgorod, north of Kharkov. There, in late February 1943, it took part in Manstein's famous counterattack. Disobeying Hitler's order to hold

Kharkov at all costs, Manstein fought a battle of manoeuvre and launched a counterattack that smashed the Soviet offensive. By the end of March Kharkov was once again secure and Belgorod on the Don river was back in German hands.

A NEW NAME

Manstein's offensive had driven back the Soviets around Kharkov, but large numbers of Soviet troops still held the city of Kursk, south of Moscow, creating a bulging salient deep into the German lines. There would be no Blitzkrieg in 1943. Instead, the summer battles would be a limited offensive named Operation *Zitadelle* to destroy the Soviet forces in the salient.

Before the battle could begin, the German army needed time to recover from the devastating winter battles. While they were rebuilding, Hitler awarded all German infantry the honour title *Grenadier*, and motorised infantry the title *Panzergrenadier*, in recognition of their bravery. From June 1943, the division became *Panzergrenadierdivision Grossdeutschland*. During this pause the tank battalion, *Panzerabteilung Grossdeutschland*, was expanded into a full *Panzerregiment*—complete with a company of the new Tiger heavy tanks—and *I. Bataillon, Panzergrenadierregiment GD* was issued armoured half-tracks. The *Panzerfüsilierregiment* was rebuilt to full strength, but retained its trucks.

TURNING POINT

For the battle of Kursk, which started on July 5 1943, *Grossdeutschland* was assigned to *XLVIII Panzerkorps* of General Hoth's *4. Panzerarmee* on the southern flank of the salient. *Grossdeutschland* was tasked with capturing Oboyan and linking up with the northern thrust.

However, the well-prepared Soviets knew of the German plan to attack the salient, and Operation *Zitadelle* proved to be the undoing of Hitler's dream of a Thousand Year Reich. The attacking troops found themselves fighting through deep minefields and heavily fortified positions. The climax of the battle came with the titanic clash between nearly 300 German tanks and over 800 Soviet tanks near Prokhorovka on July 12.

Grossdeutschland made the deepest penetrations of the Soviet defences in spite of overwhelming numbers of Soviet defenders. The thrust on their objective, Oboyan, was only halted by massed Soviet counterattacks on their flanks left open by the failure of neighbouring divisions.



HITLER'S FIRE BRIGADE

Emboldened by their success in halting the German thrusts, the Soviet army launched its own offensive, smashing into the stalled German army and throwing it into a confused retreat.

Only one unit was able to slow the Russian advances. Yet again *Grossdeutschland* raced from one hot spot to the next, counterattacking the Soviet hordes and allowing other divisions to escape westward. This dangerous and self-sacrificing work earned *Grossdeutschland* the nickname 'Hitler's Fire Brigade'. *Grossdeutschland* units were always the last to leave an area.

When in August 1943, the Tiger company was expanded to a complete battalion, *Panzergranadierdivision Grossdeutschland* became the strongest division in the German army, not only fielding six battalions of Panzergranadiers, but a battalion each of Panzer IV, Panther, and Tiger tanks and one of StuG assault guns.

ONE BATTLE AFTER ANOTHER

Grossdeutschland was at the forefront of the heaviest fighting of the war throughout 1944. The defensive fighting around the Rumanian city of Targul Frumos in the south during March and April proved to be the most savage and disheartening combat of the war. Almost surrounded by growing numbers of Soviet troops, *Grossdeutschland* defended the cities of Targul Frumos and Jassy until relieved in June. At times the average number of men in the frontline companies had been down to 25 and the *Panzerregiment Grossdeutschland* could only muster five working Panzers, yet they still attacked, throwing the massed Soviets off balance.

Still there was no rest for Hitler's Fire Brigade. Their next mission was to rescue Army Group North, cut off around Leningrad. By the end of the year, they had fought the enemy to a standstill in East Prussia.

FIGHTING TO THE DEATH

1945 saw *Grossdeutschland*, along with the rest of the German army, forced slowly back through the Eastern European nations they had so successfully invaded only four years before. Fighting against the Soviet attacks on the Vistula River and in the city of Memel in Eastern Prussia, the men of *Grossdeutschland* spent the last months of the war defending German soil. The division once nearly 20,000 strong could muster a mere 4000 in the defence of Kahlholz on the Baltic Sea. Of these, only 800 escaped when the city fell at the end of March. *Panzergranadierdivision Grossdeutschland* never fought as a division again.

SD



The Grossdeutschland cuff title

Großdeutschland

German Motorised Infantry Divisions On The Eastern Front 1942-43

Formation	Formed	Panzer Bn	Infanterie (mot) Regt	War Service History
Infanteriedivision (mot) GD	April 1942	GD*	Grenadier & Füsilier	France, Balkans, Barbarossa, Moscow, Kharkov, Kursk, Ukraine, Dniepr, Lithuania, Prussia
3. Infanteriedivision (mot)	October 1940	103	8 & 29	Barbarossa, Moscow, Stalingrad, Salerno, Casino, Anzio, France, Ruhr
10. Infanteriedivision (mot)	November 1940	110	20 & 41	Barbarossa, Moscow, Kursk, Ukraine, Poland, Czechoslovakia
14. Infanteriedivision (mot)	October 1940	-	11 & 53	Barbarossa
16. Infanteriedivision (mot)	August 1940	116	60 & 56	Balkans, Barbarossa, Volga, Dniepr
18. Infanteriedivision (mot)	November 1940	118	30 & 51	Barbarossa, Leningrad
20. Infanteriedivision (mot)	August 1937	8	76 & 90	Barbarossa, Moscow, Dniepr, Poland, Oder
25. Infanteriedivision (mot)	July 1938	5	35 & 119	Barbarossa
29. Infanteriedivision (mot)	July 1938	129	15 & 71	Barbarossa, Volga, Anzio
36. Infanteriedivision (mot)	September 1940	-	87 & 118	Barbarossa
60. Infanteriedivision (mot)	July 1940	160	92 & 120	Barbarossa, Stalingrad
SS-Division (mot) LSSAH	June 1941	LSSAH*	1 & 2 LSSAH	France, Balkans, Barbarossa, Kharkov, Kursk, Normandy, Ardennes, Hungary
SS-Division (mot) Das Reich	December 1940	Das Reich*	Deutschland & Der Führer	France, Balkans, Barbarossa, Kharkov, Kursk, Normandy, Ardennes, Hungary
SS-Division (mot) Totenkopf	October 1939	Totenkopf*	Thule & Theodor Eicke	France, Balkans, Barbarossa, Kharkov, Kursk
SS-Polizei-Division	October 1939	-	1 & 2 Polizei	Barbarossa, Leningrad
SS-Division (mot) Wiking	November 1940	Wiking*	Germania, Nordland & Westland	Barbarossa, Caucasus, Kursk

* Panzer Regiments

In 1942 the Infanteriedivision (mot) were renamed to Panzergrenadierdivision. At the same time the SS-Division became SS-Panzergrenadierdivision. Later in 1943 they were renamed again as SS-Panzerdivision.

German Panzer Divisions On The Eastern Front 1942-43

Formation	Formed	Panzer Regt.	Schützen Regt.	War Service History
1. Panzerdivision	October 1935	1	1 & 113	Poland, Belgium, France, Barbarossa, Leningrad, Ukraine, Poland, Hungary
2. Panzerdivision	October 1935	3	2 & 304	Poland, Belgium, France, Balkans, Moscow, Kursk, Dniepr, Normandy, Ardennes
3. Panzerdivision	October 1935	6	3 & 394	Poland, Belgium, France, Barbarossa, Caucasus, Kursk, Dniepr, Tscherkassy, Ukraine, Poland, Hungary
4. Panzerdivision	November 1938	35	12 & 33	Poland, Belgium, France, Barbarossa, Kursk, Kurland, West Prussia
5. Panzerdivision	November 1938	31	13 & 14	Poland, Belgium, France, Balkans, Moscow, Kursk, Lithuania, Kurland, East Prussia
6. Panzerdivision	September 1939	11	4 & 114	Belgium, France, Barbarossa, Moscow, Stalingrad Relief, Kursk, Ukraine, Poland, Hungary
7. Panzerdivision	October 1939	25	6 & 7	Belgium, France, Barbarossa, Kursk, Poland, Kurland, West Prussia
8. Panzerdivision	October 1939	10	8 (later 98) & 28	Belgium, France, Barbarossa, Leningrad, Kursk, Poland, Hungary
9. Panzerdivision	January 1940	33	10 & 11	Holland, France, Balkans, Barbarossa, Don, Kursk, Normandy, Ruhr
10. Panzerdivision	April 1939	7	69 & 86	Poland, Belgium, Holland, Barbarossa
11. Panzerdivision	August 1940	15	110 & 111	Balkans, Barbarossa, Don, Kursk
12. Panzerdivision	January 1941	29	5 & 25	Barbarossa, Kursk, Dniepr, Leningrad, Kurland
13. Panzerdivision	October 1940	4	66 & 93	Barbarossa, Don, Caucasus, Kuban, Tscherkassy, Budapest
14. Panzerdivision	August 1940	36	103 & 108	Balkans, Barbarossa, Stalingrad, Ukraine, Kurland
16. Panzerdivision	August 1940	2	64 & 79	Barbarossa, Stalingrad, Salerno, Ukraine, Slovakia
17. Panzerdivision	October 1940	39	40 & 63	Barbarossa, Kursk
18. Panzerdivision	October 1940	18	52 & 101	Barbarossa, Kursk
19. Panzerdivision	November 1940	27	73 & 74	Barbarossa, Kursk
20. Panzerdivision	October 1940	21	59 & 112	Barbarossa, Kursk
22. Panzerdivision	September 1941	204	129 & 140	Crimea, Don Bend
23. Panzerdivision	September 1941	201	126 & 128	Caucasus, Kursk
24. Panzerdivision	November 1941	24	21 & 26	Stalingrad, Ukraine, Poland, Hungary, Slovakia, East Prussia
25. Panzerdivision	February 1942	9	146 & 147	Eastern Front
26. Panzerdivision	September 1942	26	9 & 67	Eastern Front, Italy
27. Panzerdivision	October 1942	127 (bn)	140	Don Bend

"The tasks which await the regiment are great!—They will bring it days of uninterrupted driving and fighting, without rest, without sufficient food. A piece of army bread, some SchokaCola and a canteen of coffee will have to suffice. After a victorious breakthrough following a successful battle there can simply be no halt or rest—we must maintain our pursuit of the enemy to prevent him from settling in somewhere else!—That would only cost new sacrifices, which should be avoided as much as possible."
—General Heinz Guderian, April 1940

In France and Poland, Germany's armoured troops, the *Panzertruppen*, showed the world how their blitzkrieg or lightning war could defeat a stronger foe in campaigns lasting mere weeks. Using speed, initiative and firepower in a devastating combination, they sliced through every obstacle the enemy could place in their path. Now as the war enters its fourth year, the entire continent of Europe lies at their feet. Only Great Britain, the United States, and the Soviet Union continue to resist.

The coming year will be one of great and decisive battles on which hangs the fate of the world. It is up to you as a leader of Germany's elite armoured forces to defeat these enemies and lead the Fatherland to final victory.

Why Collect Hitler's Fire Brigade

Without a doubt Germany has the finest tanks the world has ever seen. The light Panzer III, the medium Panzer IV, and the new heavy Tiger and Panther tanks are more than a match for anything their enemies can field. Technically, they are masterpieces of precision German engineering—guns by Rheinmetall and Krupp, engines by Maybach and optics by Zeiss, but none of this matters compared to the quality of the soldiers that crew them. Not only are the tank crews thoroughly drilled and quick to respond to orders, but they have extensive battlefield experience and individual initiative, rare in other armies.

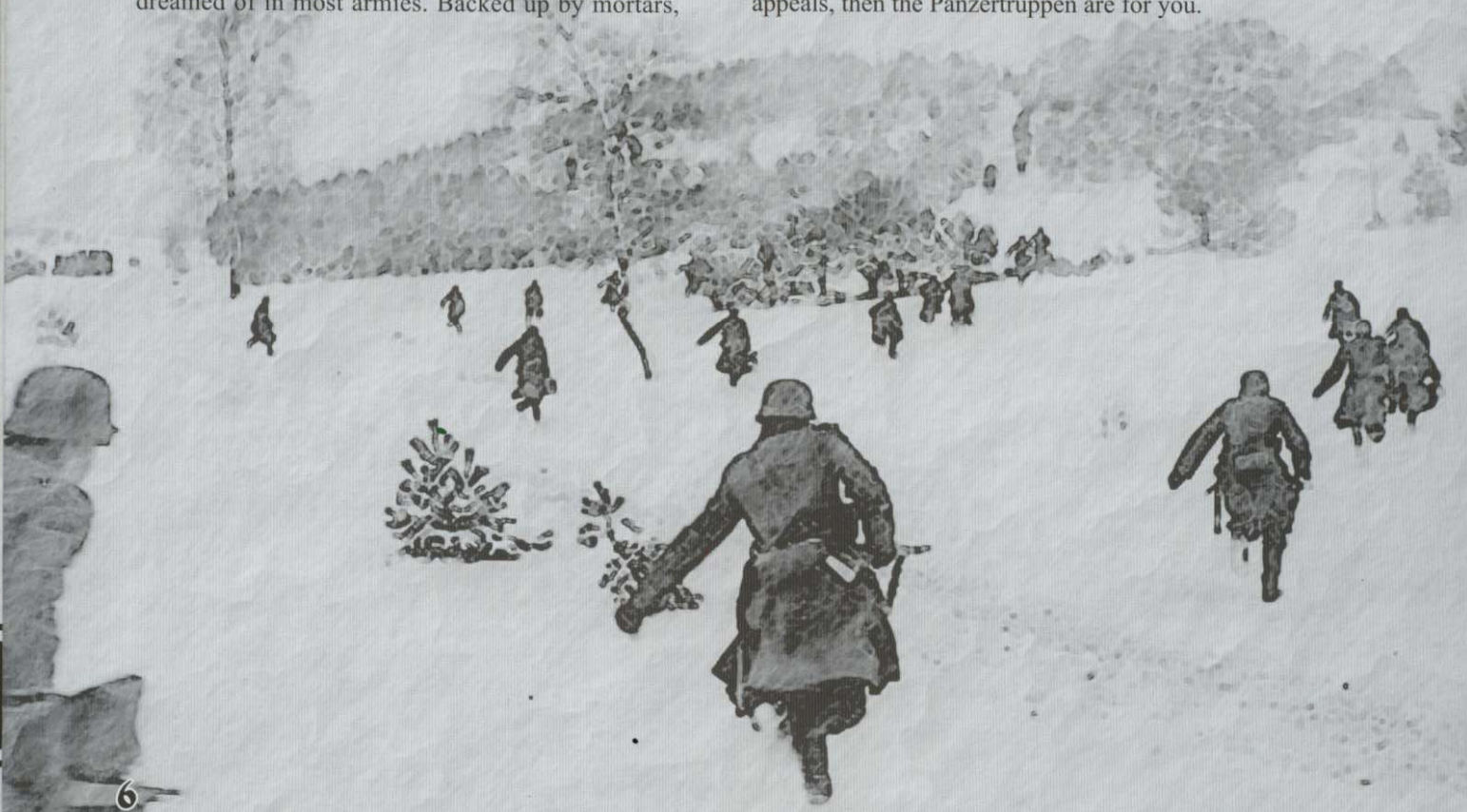
The *Panzergranadier*, the motorised infantryman, is equally well equipped and trained. Armed with large numbers of outstanding MG34 machine-guns and its newer cousin the MG42, they possess firepower only dreamed of in most armies. Backed up by mortars,

infantry guns, anti-tank guns and armoured assault guns, they can tackle any task.

In combination, the Panzers and the Panzergranadiers are even more formidable, especially when the Panzergranadiers are equipped with armoured half-tracks to allow them to keep up with the tanks and drive safely through enemy machine-gun fire to assault their positions.

If you choose to lead a German armoured force, your company will be small, almost any foe will outnumber you, but man-for-man, tank for tank, you can outfight them many times over. Your troops can outmanoeuvre and outlast the enemy.

If the prospect of leading a small band of heroes to victories against impossible odds, time after time appeals, then the *Panzertruppen* are for you.





Organisation And Equipment



This section describes the organisation and equipment of a Panzerkompanie (tank company), a motorised or armoured Panzergrenadierkompanie (mechanised infantry company), an Aufklärungsschwadron (reconnaissance company), and a Panzerpionierkompanie (armoured pioneer company) in the mid-war period. It gives you all the information you need to lead Hitler's Fire Brigade in your Flames Of War battles.

Your first step when building an army is deciding what type of company your force will be based around. In *Hitler's Fire Brigade* you have five choices: a Panzerkompanie equipped with tanks, an armoured Panzergrenadierkompanie of infantry in armoured half-tracks, a motorised Panzergrenadierkompanie of infantry in trucks, an Aufklärungsschwadron of reconnaissance troops in armoured half-tracks or on motorcycles, and a Panzerpionierkompanie full of assault pioneers.

Panzerkompanie

Massed tanks form the spearhead of *Blitzkrieg* warfare. They combine mobility, firepower and protection in a way that allows them to penetrate deep into enemy territory, encircle them, and destroy them.

Although most German tanks are not heavily armoured, they are well armed and well led. They can outmanoeuvre most opponents with ease and have the skill to minimise their own losses while doing so.

Panzergrenadierkompanie

When you raise your Panzergrenadierkompanie, you face an important choice. Should your company be armoured or motorised?

Armoured Panzergrenadierkompanie

The elite *gepanzert Panzergrenadierkompanie* or armoured Panzergrenadier company is equipped with armoured Sd Kfz 251 half-tracks. These give it the speed and armour to accompany the tanks into the thickest fighting. Shortages of armoured half-tracks often meant that some part of a force would be motorised rather than armoured, fighting on foot alongside the armoured Panzergrenadier platoons.

Motorised Panzergrenadierkompanie

More common is the *motorisiert Panzergrenadierkompanie* or motorised Panzergrenadier company. These brave soldiers fight without the benefit of armour.

Although they drive to the battlefield in their trucks, they fight on foot. Their usual role is to attack fortified defences to create a breakthrough for the Panzers, and to hold the ground they take with the Panzers as a counterattack reserve.

Aufklärungsschwadron

For those who don't want to tackle the enemy head on, but prefer the indirect approach, the Aufklärungsschwadron gives you reconnaissance troops in light armoured half-tracks, motorcycles, or jeeps.

Moving swiftly, they rely on speed and shock to catch the enemy before they have deployed for battle. Their speed allows them to move quickly into position before dismounting to attack, while the armoured cars scout ahead to protect them from ambushes.

Panzerpionierkompanie

The Panzerpionierkompanie is an outstanding assault force. These armoured or motorised combat engineers are heavily-armed assault specialists. They have more firepower per man than any other infantry force. When equipped with armoured half-tracks, their assaults are almost unstoppable!

Choosing Your Force

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points. Now look through the Intelligence Briefing for the type of company that you have chosen. Select the platoons you want in your force and subtract their points value from your total. Continue until you have no more points left. Your force is now complete and ready for battle.

Panzers Marsch!

PLATOON DESCRIPTIONS

The organisation charts describe each platoon in the following parts:

Unit Name: The title of the platoon and the number you can have in each company.

Organisation Diagram: Showing the composition and internal organisation of the platoon.

Platoon: A list of the basic platoon choices available and the points cost of each.

Options: Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

Restrictions: In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.

This book entirely replaces the *Panzerkompanie*, *Panzergrenadierkompanie*, and the relevant Divisional Troops sections of the *Intelligence Briefing on the German Army in the Flames Of War* rule book.

HITLER'S FIRE BRIGADE SPECIAL RULES

The following special rules allow you to take advantage of all of the things that give German armoured forces their edge in combat and reflect the doctrine, training and equipment of these elite soldiers.

Mission Tactics

Before battle the whole unit is briefed on their mission and how it relates to the overall battle plan. Far from compromising security, this trust allows any soldier to take over when their superior is killed.

If the Command team of a German platoon is Destroyed, another team may take over as a Command team immediately.

If the Command team is a Tank team, nominate another Tank team in the platoon as the new Command team.

If the Command team is an Infantry team, either remove a surviving Infantry or Gun team from the platoon and bring the Command team back into play to replace it, or nominate a Tank team from the platoon as the new platoon Command team.



The War Merit Cross

Kampfgruppe

The *Kampfgruppe* or battlegroup is an important part of German military operations. Leaders at every level form mission-specific task forces from any available forces.

Before deployment, take up to half the teams from any Combat or Weapons platoons in the company, along with their transport vehicles, and attach them to the Company HQ platoon. Teams attached in this way cannot be detached to other platoons in the company. The attached teams count as part of the Company HQ platoon for all purposes including Platoon and Company Morale Checks.

Any casualties sustained by the composite Company HQ platoon do not affect the original platoons that the teams belonged to.

Stormtroopers

The *Panzertruppen* are taught that 'your engine is your greatest weapon.' While other armies are waiting for orders, the *Panzertruppen* are moving. Whether racing for the objective or adopting better fire positions they easily out-manoeuvre their opponents.

Any German platoon with a Command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.

- If the test is passed, the platoon may move another 4"/10cm.
- If the test is failed, the platoon cannot move further this turn.

All of the normal rules apply for this movement. Platoons cannot make Stormtrooper moves if they moved At the Double or are Pinned Down. Bugged Down or Bailed Out vehicles cannot make Stormtrooper moves. Gun teams that shot earlier in the turn cannot make a Stormtrooper move.

IWM HU5059





Panzerkompanie

(TANK COMPANY)



No tank crewman is complete without the Panzer combat badge. To wear this award, a soldier must fight in three tank battles. It's dangerous work crouched in a clanking iron battlewagon, peering through vision blocks, searching for the enemy. The tank that shoots first lives longest and those first three days seem like forever.

—Oberfeldwebel Johann Schmidt

A force based around a Panzerkompanie must contain:

- a Company HQ, and
- two to four Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- a Light Panzer Platoon,
- a Flame-tank Platoon,
- a Scout Platoon,
- a Pioneer Platoon, and
- an Anti-aircraft Platoon.

The unofficial divisional symbol of the 11th Panzer Division, referred to as the 'Ghost Division'.



Support Platoons for a Panzerkompanie can be:

- Panzergrenadier Platoons,
- Aufklärungs Platoons,
- Armoured Car Patrols, and
- Divisional Support Platoons.

You may have up to **one** Support Platoon attached to your company for each Panzer Platoon you are fielding.

Motivation And Experience

The *Panzertruppen* have years of combat behind them and are confident of their ability to utilise their superior tactics and equipment to defeat their enemies. A Panzerkompanie is rated as **Confident Veteran**.

HEADQUARTERS PLATOON

1 Company HQ

Platoon

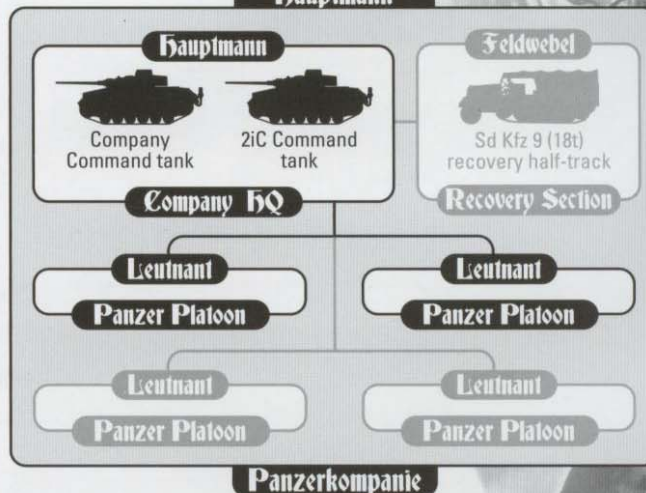
Company HQ with

2 Panzer 38(t)	100 points
2 Panzer III G, H, or J (early)	200 points
• Upgrade any or all Panzer III G to: Panzer III J (late) for +15 points per tank, Panzer III L or M for +25 points per tank, Panzer III N for +15 points per tank, Panzer IV E or F1 for +30 points per tank, Panzer IV F2 or G for +60 points per tank, or Panzer IV G (late) or H for +75 points per tank.	
2 StuG G	355 points
2 Panther D (Kursk)	550 points
2 T-34 obr 1942 (captured)	285 points

Options

- Add Schürzen sideskirts to any Panzer III L, M or N, Panzer IV G (late) or H, or StuG G for +5 points per tank.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points or a Bergepanther recovery vehicle for +45 points.

Hauptmann



Panzerkompanie

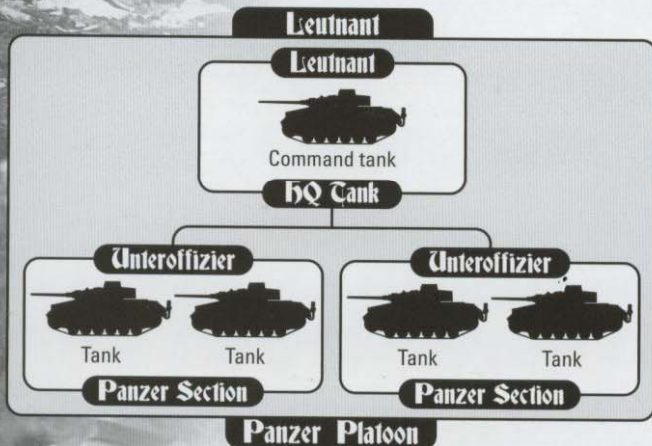
The Panzer Company HQ coordinates the actions of the entire company. Issuing orders and bolstering combat platoons at critical moments. The effect the HQ platoon can have on the outcome of the battle is enormous.

Recovery vehicles like the Famo Sd Kfz 9 use the vehicle recovery rules on page 43 of the *Flames Of War* rulebook to get stuck vehicles moving again.

COMBAT PLATOONS

Your company must have two to four Combat Platoons. You must have at least one Panzer Platoon equipped with the same type of tanks as your Company HQ platoon. You may not have 1942 Panzer Platoons and 1943 Panzer Platoons in the same force, but may have either with Mixed Panzer Platoons.

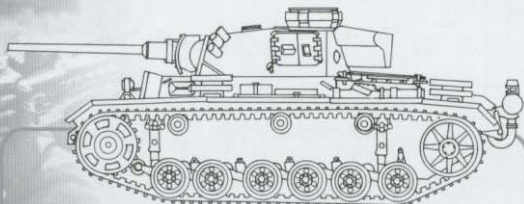
2 to 4 Panzer Platoons



At the start of 1942 each light Panzerkompanie had (at least in theory) three platoons of Panzer III or Panzer 38(t) tanks and a Light Panzer Platoon. A medium Panzerkompanie had two platoons of Panzer IV tanks and a Light Panzer Platoon.

In 1943 the Panzer 38(t) tanks and Light Panzer Platoons were dropped. Each Panzerkompanie now had four platoons and could be equipped with the latest StuG assault guns or Panther tanks or any mix of older model Panzer III or IV tanks.

For the battle of Kursk, *SS-Panzer Grenadierdivision Das Reich* fielded a unit of captured T-34 tanks.



Panzer III M - (Panzerkampfwagen III Ausf M, Sd Kfz 141/1)

1942 Panzer Platoon

5 Panzer 38(t)	250 points
4 Panzer 38(t)	200 points
3 Panzer 38(t)	150 points

Mixed Panzer Platoon

5 Panzer III G, H, or J (early)	500 points
4 Panzer III G, H, or J (early)	400 points
3 Panzer III G, H, or J (early)	300 points

- Upgrade any or all Panzer III G to:
 - Panzer III J (late) for +15 points per tank,
 - Panzer III L or M for +25 points per tank,
 - Panzer III N for +15 points per tank,
 - Panzer IV E or F1 for +30 points per tank,
 - Panzer IV F2 or G for +60 points per tank, or
 - Panzer IV G (late) or H for +75 points per tank.
- Add Schürzen sideskirts to any Panzer III L, M or N, or Panzer IV G (late) or H for +5 points per tank.

Each tank in a Panzer Platoon may have different upgrades.

1943 Panzer Platoon

5 StuG G	895 points
4 StuG G	715 points
3 StuG G	535 points

- Add Schürzen sideskirts to any StuG G for +5 points per tank.

5 Panther D (Kursk)	1375 points
4 Panther D (Kursk)	1100 points
3 Panther D (Kursk)	825 points
5 T-34 obr 1942 (captured)	705 points
4 T-34 obr 1942 (captured)	565 points
3 T-34 obr 1942 (captured)	425 points

WEAPONS PLATOONS

0 to 1 Light Panzer Platoon



Platoon

5 Panzer II F	250 points
4 Panzer II F	200 points
3 Panzer II F	150 points

You may not have a Light Tank Platoon if your Panzerkompanie has any 1943 Panzer Platoons.

The Panzer II tanks of the Light Panzer Platoons are useful for scouting and flank security.

Light Panzer Platoons are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.

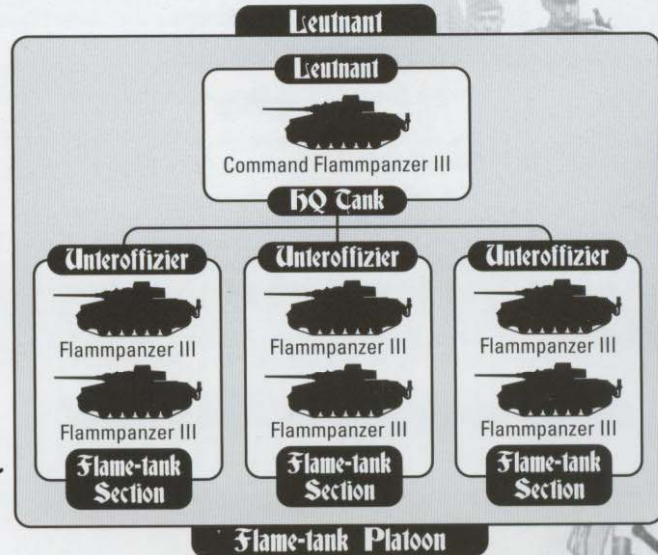
0 to 1 Flame-tank Platoon

Platoon

7 Flammpanzer III	835 points
6 Flammpanzer III	715 points
5 Flammpanzer III	595 points
4 Flammpanzer III	475 points
3 Flammpanzer III	355 points

Your force may not contain more than one Flame-tank Platoon, even if it has more than one Panzerkompanie.

During the battle for Stalingrad, the army realised the need for flame-throwing tanks to destroy troops in buildings. Several Panzer divisions received Flame-tank Platoons during 1943, giving them much better capabilities against infantry in towns and cities.



0 to 1 Scout Platoon

Platoon

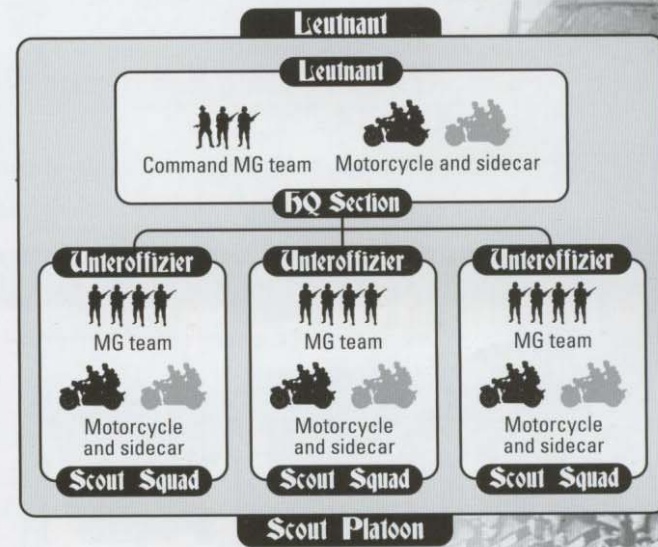
HQ Section with:

3 Scout Squads	165 points
2 Scout Squads	125 points
1 Scout Squad	85 points

Options

- Replace any or all motorcycles and sidecars with two solo motorcycles based together, a Kettenkrad half-tracked motorcycle, or a Kübelwagen jeep per motorcycle and sidecar at no cost.
- Replace all motorcycles and sidecars with Schwimmwagen amphibious jeeps for +5 points for the platoon.

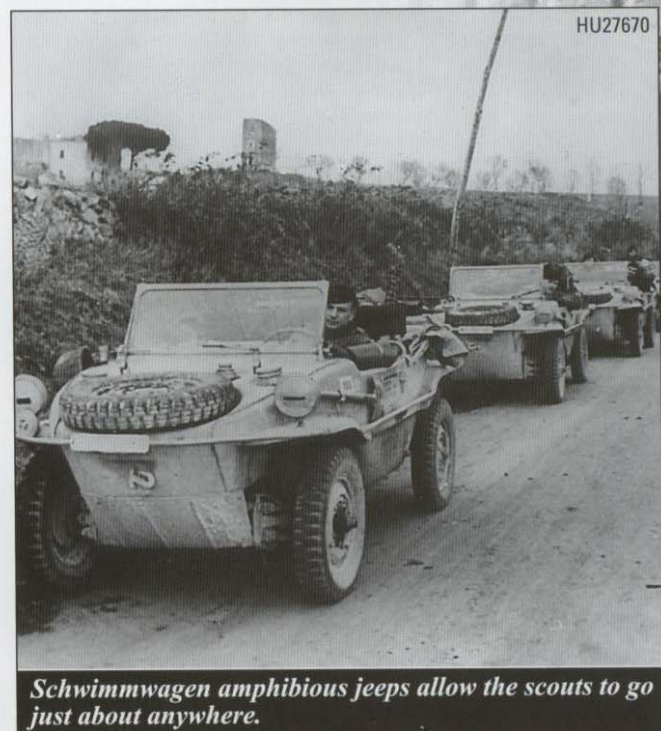
Your force may not contain more than one Scout Platoon, even if it has more than one Panzerkompanie or Panzergrenadierkompanie.



The battalion Scout Platoon has many roles, from scouting potential ambush sites to checking whether bridges and fords are usable. While the Scout Platoon can dismount and fight as infantry, their specialist reconnaissance skills make them more valuable as the eyes of the Panzerkompanie.

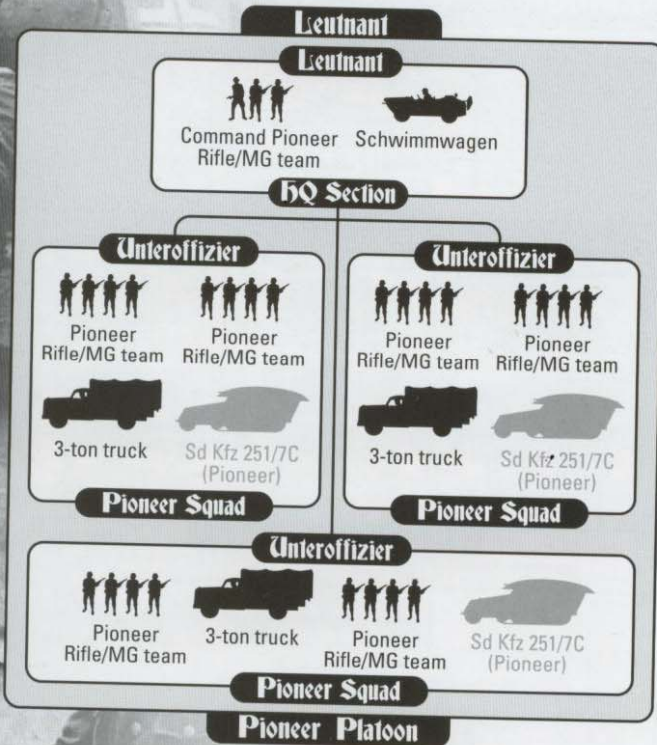
The Motorcycles and Jeeps special rule applies to the motorcycle and sidecar teams of the Scout Platoon. You may model each team with either one or two motorcycles.

Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.



Schwimmwagen amphibious jeeps allow the scouts to go just about anywhere.

0 to 1 Pioneer Platoon



Platoon

HQ Section with:

3 Pioneer Squads	225 points
2 Pioneer Squads	160 points
1 Pioneer Squad	95 points

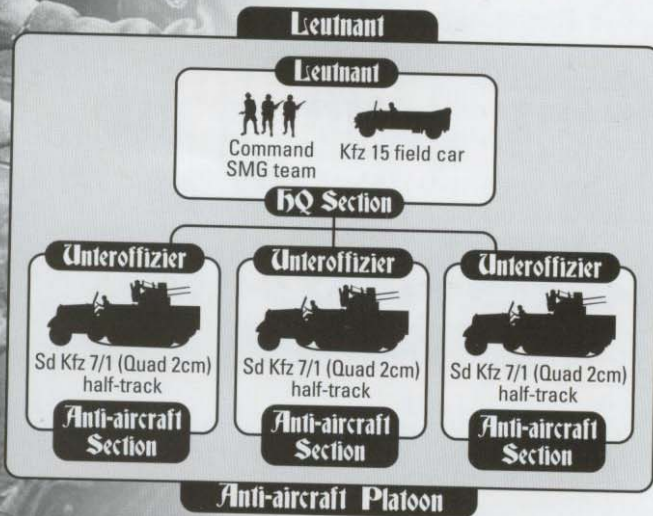
Options

- Replace all 3-ton trucks with Maultier half-tracks for +5 points for the platoon.
- Add an Sd Kfz 251/7C (Pioneer) half-track to each squad for +20 points per half-track.

Your force may not contain more than one Pioneer Platoon, even if it has more than one Panzerkompanie.

The battlefield is full of obstacles, be they simply blown bridges or cratered roads, or more malicious hazards like minefields and anti-tank ditches. The Pioneer Platoon quickly overcomes these obstacles allowing the Panzers to roll on once more.

0 to 1 Anti-aircraft Platoon



Platoon

HQ Section with:

3 Sd Kfz 7/1 (Quad 2cm)	165 points
2 Sd Kfz 7/1 (Quad 2cm)	110 points

Option

- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.

Your force may not contain more than one Anti-aircraft Platoon, even if it has more than one Panzerkompanie.

All ground troops are responsible for their own anti-aircraft protection. Anti-aircraft Platoons provide the Panzertruppen with mobile anti-aircraft weapons that can keep up with the speed of their advance.



IWM HU28346

Mobile anti-aircraft guns are essential for armoured operations in the wide-open steppes of Russia.



Panzergranadierkompanie

(MECHANISED INFANTRY COMPANY)



"When I arrived in Russia, I envied the veterans their infantry assault badge, the bronze one for three days of motorised battle was the one I wanted. Now I wear it with pride remembering battles across the breadth of Russia, the victories and fallen comrades. Now it's me the new arrivals want to emulate."

—Panzergranadier Tomas Jazeck

A force based around a Panzergranadier-kompanie must contain:

- a Company HQ, and
- two or three Panzergranadier Platoons.

Weapons Platoons available to a Panzergranadierkompanie are:

- a Heavy Platoon,
- two Machine-gun Platoons,
- a Mortar Platoon,
- a Light Infantry Gun Platoon,
- a Light Anti-tank Gun Platoon, and
- a Panzer Pioneer Platoon.

Support Platoons for a Panzergranadierkompanie can be:

- a Scout Platoon,
- a Heavy Infantry Gun Platoon,
- an Armoured Flame-thrower Platoon,
- Panzer Platoons,
- Armoured Car Patrols, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Panzergranadier Platoon you are fielding.

Motivation And Experience

The Panzergranadiers have been fighting and winning since the war began. A Panzergranadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS PLATOON

1 Company HQ

Platoon

Company HQ 45 points

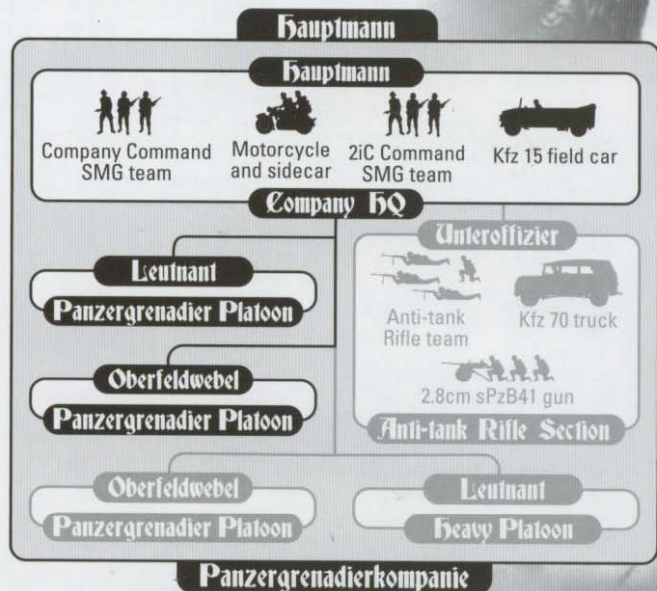
Options

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team.
- Add an Anti-tank Rifle Section with: an Anti-tank Rifle team for +30 points, a 2.8cm sPzB41 gun for +35 points, or both teams for +60 points.

All Anti-tank Rifle Sections have one Kfz 70 truck at no cost.

- Replace 2.8cm sPzB41 gun with an 8.8cm RW43 (Püppchen) launcher for +5 points.
- Replace any or all vehicles with Sd Kfz 251/1C half-tracks for +15 points per half-track.
- Mount the 2.8cm sPzB41 gun on the Anti-tank Rifle Section's Sd Kfz 251 half-track as a weapons carrier at no cost.

Your company commander is the heart of your force. This team, more than any other, represents your influence on the battle. The company commander directs the platoon commanders on the battlefield and inspires them to renewed efforts when all seems lost.



Armoured Panzergranadierkompanie

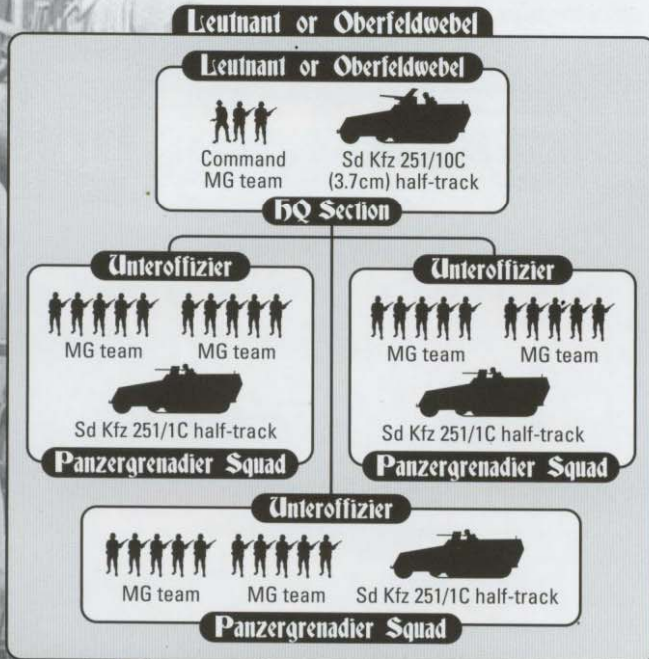
If your Company HQ is equipped with armoured half-tracks, then at least half of your Panzergranadier Platoons must be as well.

You may only have armoured half-tracks in the Combat or Weapons Platoons of your Panzergranadierkompanie if your Company HQ is equipped with armoured half-tracks.

COMBAT PLATOONS

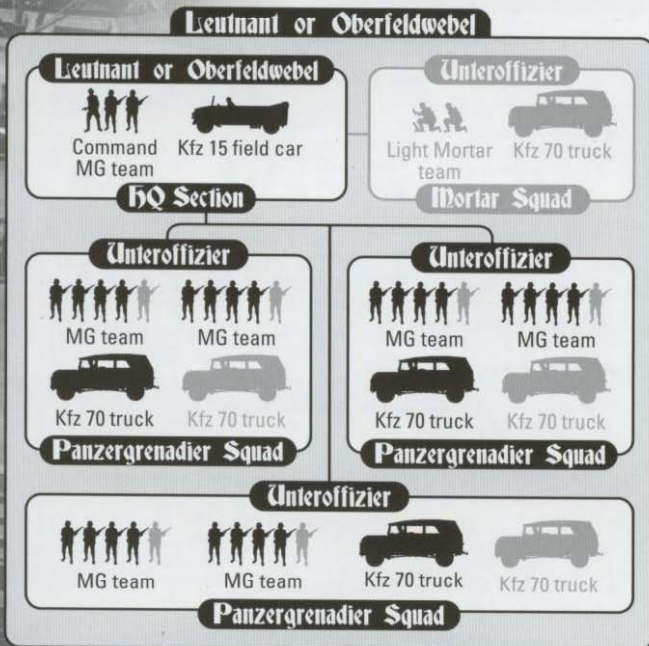
Your company must have two or three Combat Platoons. These may be any combination of Armoured and Motorised Panzergrenadier Platoons.

Armoured Panzergrenadier Platoons



Armoured Panzergrenadier Platoon

Motorised Panzergrenadier Platoons



Motorised Panzergrenadier Platoon

Platoon

HQ Section with

- 3 Panzergrenadier Squads **285 points**
- 2 Panzergrenadier Squads **210 points**

Option

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

Armoured Panzergrenadier Platoons have the speed to keep up with the Panzers in an advance, and the armour and firepower to attack on their own. Their only fear is enemy anti-tank guns, and these they overcome by attacking on foot.

Infantry are the most common and versatile troops on the battlefield. Panzergrenadiers can act as a fast mobile reserve or hold and defend your objectives before counterattacking.

Platoon

HQ Section with

- 3 Panzergrenadier Squads **220 points**
- 2 Panzergrenadier Squads **160 points**

Options

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points.
- Add a Mortar Squad for +20 points.
- Add a second Kfz 70 truck per Panzergrenadier Squad at no cost.
- Replace the Kfz 15 field car and all Kfz 70 trucks with one 3-ton truck per Panzergrenadier Squad at no cost. The HQ Section and Mortar Squad ride with the Panzergrenadier Squads.

Motorised Panzergrenadier Platoons race up to the action, then dismount to fight.

Motorised Panzergrenadier platoons had three main organisations in the middle period of the war. The riflemen in the Panzer divisions started with ten soldiers mounted in two Krupp or similar Kfz 70 trucks. As the war progressed each squad was reduced to eight soldiers in one truck. In theory this truck was supposed to be a 2-ton truck, but since none were available, the bigger 1.5-ton Kfz 70 trucks like the Steyr 1500 were used instead.

Panzergrenadier divisions, which generally had a lower allocation of vehicles than Panzer divisions, were issued a 3-ton truck for each squad rather than individual Kfz 70 trucks.



WEAPONS PLATOONS

A Panzergrenadierkompanie may only have one Armoured or one Motorised Heavy Platoon.

Armoured Heavy Platoon

Platoon

HQ Section with:

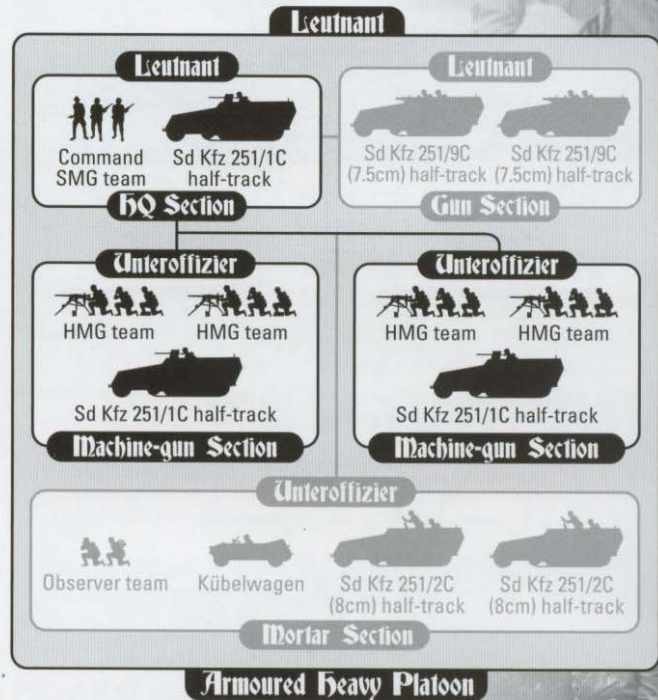
2 Machine-gun Sections	200 points
1 Machine-gun Sections	120 points
No Machine-gun Sections	35 points

Options

- Add a Gun Section for +125 points.
- Add a Mortar Section for +110 points.

An Armoured Heavy Platoon must have a Gun or Mortar Section if it has no Machine-gun Sections.

The elite motorised infantry divisions like Grossdeutschland and the SS divisions had both company Heavy Platoons and battalion Machine-gun and Mortar Platoons, while Panzer divisions only had Heavy Platoons, and motorised Panzergrenadier divisions only had Machine-gun and Mortar Platoons.



Motorised Heavy Platoon

Platoon

HQ Section with:

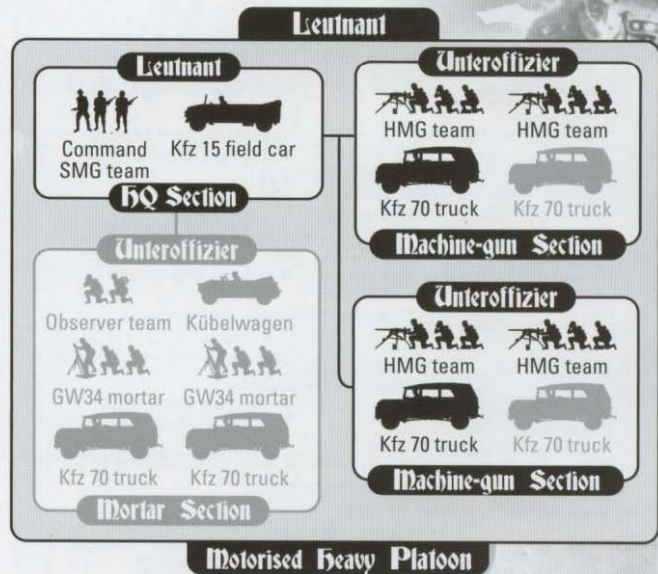
2 Machine-gun Sections	165 points
1 Machine-gun Sections	95 points
No Machine-gun Sections	25 points

Options

- Add a Mortar Section for +90 points.
- Add a second Kfz 70 truck per Machine-gun Section at no cost.

A Motorised Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.

The Motorised Heavy Platoon operates with the Panzergrenadier platoons right in the front lines. They help defend against enemy infantry attacks and pin the enemy down immediately before the Panzergrenadiers assault them.



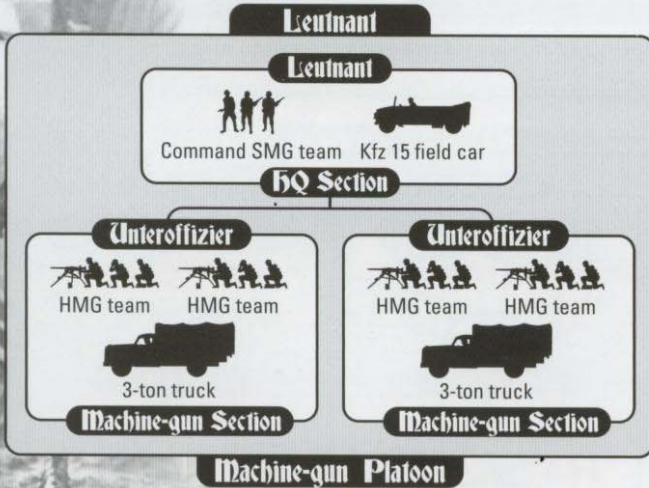
Heavy Platoons

Before the game begins you may detach teams from your Armoured or Motorised Heavy Platoon to reinforce Panzergrenadier Platoons. The detached teams are no longer part of the Heavy Platoon, but become part of the Panzergrenadier Platoon they are attached to instead.

When working out whether the platoon is below half strength for Platoon Morale Checks, the attached teams do not count towards the number of teams in the platoon that are capable of fighting, however if they are Destroyed, they do count towards the number of Destroyed teams in their adopted platoon.

The Heavy Platoon must retain at least one section under its own command.

0 to 2 Machine-gun Platoons



Platoon

HQ Section with:

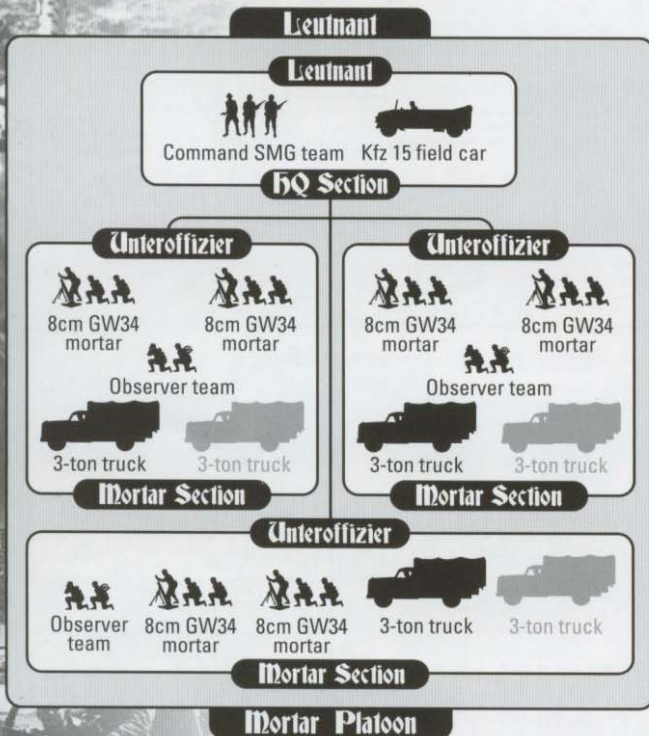
2 Machine-gun Sections	155 points
1 Machine-gun Section	90 points

Options

- Replace Kfz 15 field car and all 3-ton trucks with Sd Kfz 251/1C half-tracks for +15 points per half-track.

Heavy Machine-gun Platoons give the concentrated firepower you need to stop massed Soviet infantry attacks dead.

0 to 1 Mortar Platoon



Platoon

HQ Section with:

3 Mortar Sections	290 points
2 Mortar Sections	200 points
1 Mortar Section	110 points

Options

- Add a second 3-ton truck per Mortar Section at no cost.
- Replace each 8cm GW34 mortar and 3-ton truck with an Sd Kfz 251/2C half-track for +15 points per Mortar Section.
- You must replace the Kfz 15 field car with an Sd Kfz 251/1C half-track for +15 points in any platoon equipped with half-tracks.
- Upgrade the 8cm GW34 mortars to 12cm sGW43 mortars for +35 points per section.

Your force may not contain more than one Mortar Platoon, even if it has more than one Panzer-grenadierkompanie.

A Mortar Platoon upgraded to 12cm sGW43 mortars may not have more than two sections.

With up to six tubes, the Mortar Platoon will rain devastation on any target within range.

0 to 1 Light Infantry Gun Platoon



Platoon

HQ Section with:

3 Infantry Gun Sections	175 points
2 Infantry Gun Sections	130 points

Options

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.
- Replace Kfz 15 field car and all Kfz 70 trucks with Sd Kfz 251/1C half-tracks for +15 points per half-track.

Your force may not contain more than one Light Infantry Gun Platoon, even if it has more than one Panzer-grenadierkompanie.

The Light Infantry Gun Platoon can fire artillery bombardments, but is often called upon to knock out machine-gun nests and tanks with direct fire as well.



0 to 1 Light Anti-tank Gun Platoon

Platoon

HQ Section with:

3 2.8cm sPzB41	115 points
2 2.8cm sPzB41	85 points

HQ Section with:

3 3.7cm PaK36	130 points
2 3.7cm PaK36	95 points

- Either: equip each 3.7cm PaK36 gun with Stielgranate ammunition for +5 points per gun,
- or mount 3.7cm PaK36 guns on Krupp Kfz 70 trucks as weapons carriers at no cost.

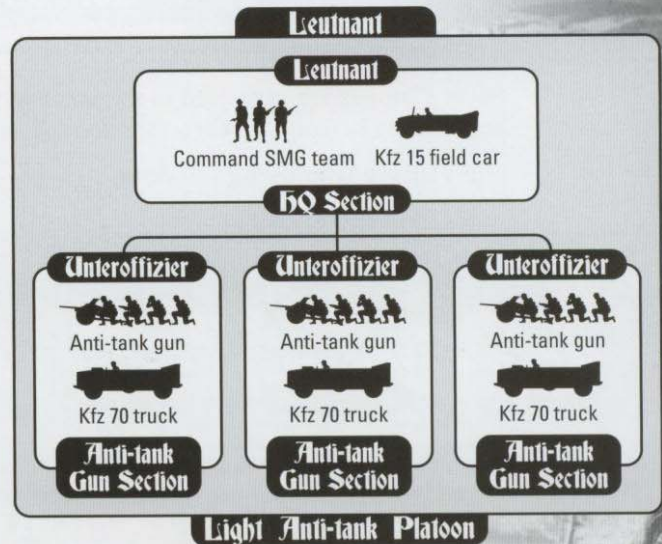
HQ Section with:

3 5cm PaK38	175 points
2 5cm PaK38	125 points

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.
- Permanently mount the 5cm PaK38 guns on the Sd Kfz 10 half-tracks as weapons carriers with Front, Side and Top rating of 0 for +10 points per section.

Option

- Replace the Kfz 15 field car and all Kfz 70 trucks with Sd Kfz 251/1C half-tracks for +15 points per vehicle.



The Panzers can't be everywhere, so the Panzer-grenadiers have their light anti-tank guns to protect them against marauding enemy tanks.

Each Panzer-grenadier battalion has a Light Anti-tank Gun Platoon armed with light 3.7cm PaK36 anti-tank guns or the more powerful 5cm PaK38 anti-tank guns. Some fortunate battalions also have a platoon of 2.8cm sPzB41 heavy anti-tank rifles as well.

The anti-tank guns are used to ambush tanks. Experienced commanders will position to get flank shots at the tanks' weaker side armour.

0 to 1 Panzer Pioneer Platoon

Platoon

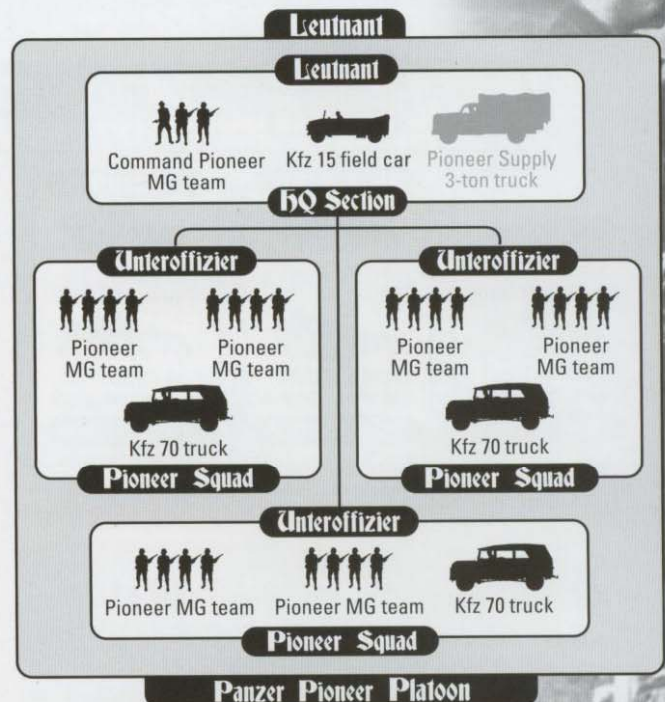
HQ Section with:

3 Pioneer Squads	265 points
2 Pioneer Squads	190 points
1 Pioneer Squad	115 points

Options

- Equip up to one Pioneer MG team per Pioneer Squad with a flame-thrower in addition to its normal weapons for +30 points per team.
- Equip up to one Pioneer MG team per truck-mounted Pioneer Squad with a Goliath remote-controlled demolition carrier in addition to its normal weapons for +10 points per team.
- Replace each Kfz 70 truck with two Sd Kfz 251/7C (Pioneer) half-tracks for +30 points per Pioneer Squad.
- You must replace the Kfz 15 field car with an Sd Kfz 251/7C (Pioneer) half-track for +15 points in any platoon equipped with half-tracks.
- Arm the platoon commander's Sd Kfz 251/7C (Pioneer) half-track with a 2.8cm anti-tank rifle in place of its hull MG for +5 points.
- Add Pioneer Supply 3-ton truck for +5 points or Pioneer Supply Maultier for +10 points.

Your force may not contain more than one Panzer Pioneer Platoon, even if it has more than one Panzer-grenadierkompanie.



The Panzer Pioneer Platoon is invaluable in assaults on fortified positions, being able to clear minefields and breach obstacles with ease.

SUPPORT PLATOONS

0 to 1 Scout Platoon

Scout Platoons are organised in the same way for both Panzer and Panzergrenadier forces. The organisation is shown on page 11.

0 to 1 Heavy Infantry Gun Platoon

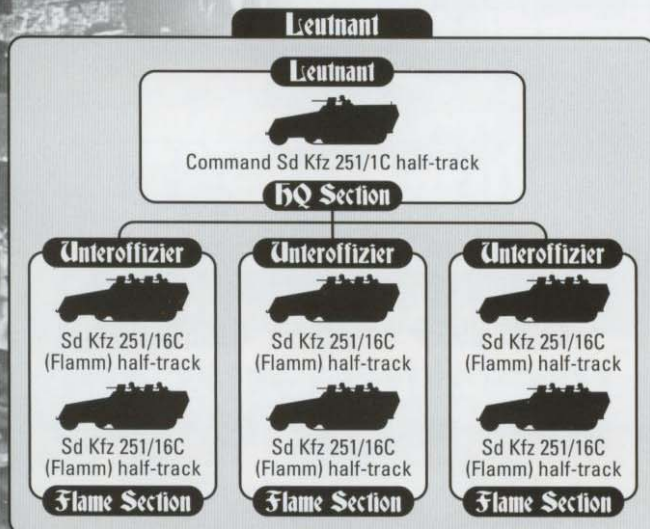


Heavy Infantry Gun Platoon

Heavy infantry guns are ideal for knocking out enemy fortifications. One hit from one of these monsters will destroy almost anything. If it's too dangerous to fire over open sights, they can sit back and bombard the target instead. It takes a little longer, but is just as deadly.

An even more potent option is to mount the 15cm sIG33 gun on an armoured chassis! The Grille self-propelled gun is an old Panzer 38(t) tank converted to carry the gun in an armoured superstructure. This combination of firepower and protection is excellent for tackling machine-gun nests in buildings!

0 to 1 Armoured Flame-thrower Platoon



Armoured Flame-thrower Platoon

The Sd Kfz 251/16 mounts one flame-thrower on each side of the body. These can both fire at the same time, but must fire at the same enemy platoon. Each flame-thrower can fire at any target on its side of the half-track, from straight ahead to straight behind.

Platoon

HQ Section with:

2 Gun Sections **180 points**

Options

- Replace the Kfz 15 field car and Sd Kfz 11 half-tracks with Sd Kfz 251/1C armoured half-tracks for +35 points for the platoon.
- Replace the Kfz 15 field car with an Sd Kfz 251/1C half-track and each Infantry Gun Section with a Grille self-propelled infantry gun for +90 points for the platoon.

Your force may not contain more than one Heavy Infantry Gun Platoon, even if it has more than one Panzergrenadierkompanie.

Platoon

HQ Section with:

3 Flame Sections **485 points**

2 Flame Sections **330 points**

1 Flame Section **175 points**

Your force may not contain more than one Armoured Flame-thrower Platoon, even if it has more than one Panzergrenadierkompanie.

The Sd Kfz 251/16 *Flammpanzerwagen* armoured flame-thrower half-track is a terrifying weapon. Few troops are willing to stand as these half-tracks rush forward with flame gushing from each side. Be careful to keep them out of sight until the last moment though, they tend to explode when hit!

The Command Sd Kfz 251/1C half-track counts as a Tank team in an Armoured Flame-thrower Platoon.

The Command Sd Kfz 251/1C half-track in this platoon always counts as having its rear AA MG fitted, even though it doesn't carry any passengers.





Aufklärungsschwadron

(RECONNAISSANCE MECHANISED INFANTRY COMPANY)



Every division has a *Panzeraufklärungsabteilung*, an armoured reconnaissance battalion, with two scout companies (*Aufklärungsschwadron* pronounced *owf-klairr-oongs shvad-rone*) and half-a-dozen armoured car patrols.

You may field an *Aufklärungsschwadron*, or Scout Squadron, containing:

- a Company HQ, and
- one to three *Aufklärungs* Platoons.

Weapons Platoons for an *Aufklärungsschwadron* are:

- a Heavy Platoon,
- a Light Infantry Gun Platoon,
- a Light Anti-tank Gun Platoon,
- a Pioneer Platoon,
- up to six Armoured Car Patrols, and
- a Heavy Armoured Car Platoon.

Support Platoons for an *Aufklärungsschwadron* can be:

- Panzer Platoons, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each *Aufklärungs* Platoon you field.

Motivation And Experience

An *Aufklärungsschwadron* is rated as **Confident Veteran**.

HEADQUARTERS PLATOON

1 Company HQ

The Company HQ is organised like a *Panzergranadierkompanie* (page 13). If your Company

HQ has armoured half-tracks, you must replace them with Sd Kfz 250 half-tracks at no cost.

COMBAT PLATOONS

2 or 3 *Aufklärungs* Platoons

Aufklärungs Platoons are organised like the *Panzergranadier* Platoons on page 14.

Armoured *Aufklärungs* Platoons must replace their Sd Kfz 251/10C (3.7cm) half-track with an Sd Kfz 250/10 (3.7cm) or Sd Kfz 250/11 (2.8cm) half-track at no cost and must replace each Sd Kfz 251/1C half-track with two Sd Kfz 250 half-tracks for +10 points per *Panzergranadier* Squad.

Motorised *Aufklärungs* Platoons must replace each Kfz 70 truck with a team of one or two motorcycles and sidecars or *Kübelwagen* jeeps mounted on the same base for +5 points per platoon. They retain their Kfz 15 field car in the HQ Section.

If you only have one *Aufklärungs* Platoon in your company, you must also have at least one Weapons Platoon.

WEAPONS PLATOONS

0 to 1 Heavy Platoon

Heavy Platoons are organised like the Heavy Platoons on shown on page 15.

Armoured Heavy Platoons must:

- replace the Sd Kfz 251/1C half-track in the HQ Section with an Sd Kfz 250 half-track at no cost,
- replace the Sd Kfz 251/1C half-track in each Machine-gun Section with *two* Sd Kfz 250 half-tracks for +20 points per Machine-gun Section.
- in the Mortar Section, replace the *Kübelwagen* with an Sd Kfz 250 half-track and the Sd Kfz 251/2C (8cm) half-tracks with

Sd Kfz 250/7 (8cm) half-tracks for +30 points, and

- replace the Sd Kfz 251/9C (7.5cm) half-tracks in the Gun Section with Sd Kfz 250/8 (7.5cm) half-tracks at no cost.

Heavy Platoons must mount their Machine-gun Sections on motorcycles. Replace each Kfz 70 truck with a team of one or two motorcycles and sidecars or *Kübelwagen* jeeps mounted on the same base for +5 points for the platoon. They retain their Kfz 15 field car for the HQ Section and the Kfz 70 trucks for the Mortar Section.

0 to 1 Light Infantry Gun Platoon

The Light Infantry Gun Platoon are organised like that of a *Panzergranadierkompanie*, see page 16.

0 to 1 Panzer Pioneer Platoon

The Panzer Pioneer Platoon is organised like that of a *Panzerpionierkompanie*, see page 17.

0 to 1 Light Anti-tank Gun Platoon

The Light Anti-tank Gun Platoons are organised like that of a *Panzergranadierkompanie*, see page 17.

An *Aufklärungsschwadron* may replace the motorcycles of any or all platoons with *Kübelwagen* jeeps at no cost, or *Schwimmwagen* amphibious jeeps for +5 points per platoon.

Note: The above platoons are not reconnaissance platoons. Their role is to clear the way for the Armoured Car Platoons which are reconnaissance platoons.

0 to 6 Armoured Car Patrols



Armoured cars and scout tanks perform an essential role as the eyes and ears of the army. **Armoured Car Patrols are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.**

0 to 1 Heavy Armoured Car Platoon



Platoon

Sd Kfz 223 (radio) with:

- 2 Sd Kfz 222 (2cm) **115 points**
- 1 Sd Kfz 222 (2cm) **75 points**
- Replace any or all Sd Kfz 222 (2cm) with Sd Kfz 221 (2.8cm) at no cost.
- Replace Sd Kfz 223 (radio) with Sd Kfz 250 and all Sd Kfz 222 (2cm) with Sd Kfz 250/9 (2cm) at no cost.
- Replace Sd Kfz 223 (radio) and all Sd Kfz 222 (2cm) with Panhard P-178(f) at no cost.
- 2 Sd Kfz 231 (8-rad) **90 points**
- 3 Panzer II L Lüchs **170 points**

A Command Sd Kfz 250 half-track counts as a Tank team in an Armoured Car Patrol.

A Command Sd Kfz 250 half-track always counts as having its rear AA MG fitted, even though doesn't carry any passengers.

Platoon

- 3 Sd Kfz 233 (7.5cm) **220 points**
- 2 Sd Kfz 233 (7.5cm) **150 points**

Your force may not contain more than one Heavy Armoured Car Platoon, even if it has more than one Aufklärungsschwadron.

Heavy armoured cars give their lighter brethren support against enemy road blocks. Their 7.5cm guns are excellent against entrenched infantry. Heavy Armoured Car Platoons are *not* reconnaissance platoons.

Panzerpionierkompanie

(PIONEER MECHANISED INFANTRY COMPANY)

A division's Panzerpionierabteilung or armoured pioneer battalion is both a combat engineering unit, and its premier assault force armed with flame-throwers, demolition charges, and heavy rocket launchers.

You may field a *Panzerpionierkompanie*, or Armoured Pioneer Company, containing:

- a Company HQ, and
- two or three Panzer Pioneer Platoons.

The Company HQ is organised like that of a Panzergrenadierkompanie.

You may replace any or all Sd Kfz 251/7C (Pioneer) half-tracks in one Panzer Pioneer Platoon with Sd Kfz 251/1C (Stuka) half-tracks for +50 points per half-track. Only one Panzer Pioneer Platoon may be equipped with Sd Kfz 251/1C (Stuka) half-tracks.

Weapons Platoons available to a Panzerpionierkompanie are:

- a Machine-gun Platoon, and
- a Mortar Platoon.

Support Platoons for a Panzerpionierkompanie can be:

- Panzer Platoons, and
- any Divisional Support Platoons except Divisional Pioneer Platoons.

A Panzerpionierkompanie may have up to **two** support platoons for each Panzer Pioneer Platoon in the force.

Motivation And Experience

The Panzerpionierkompanie is extremely well trained and confident of its abilities. It is rated as **Confident Veteran**.





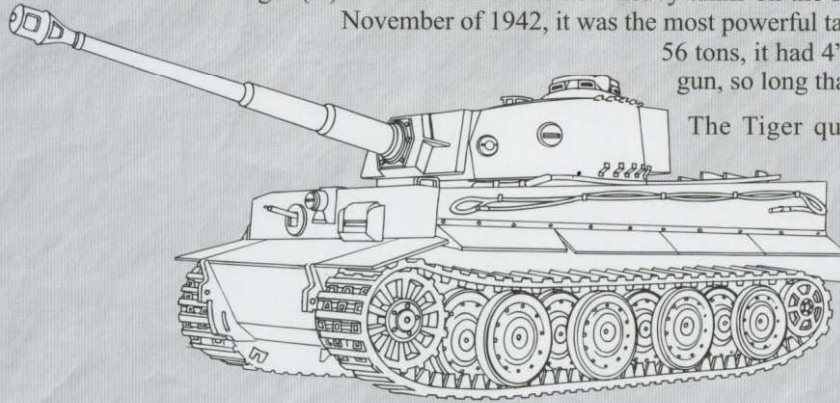
Heavy Tanks



When the German army invaded the Soviet Union, it was shocked to discover that none of their existing tanks were effective against the Soviet T-34 and KV-1 tanks. They gave immediate priority to the manufacture of new heavy tanks. Three of these entered service late in 1942 and during 1943: the Tiger, the Panther, and the Ferdinand.

TIGER

The Panzer VI Tiger (H) was the first of the new heavy tanks on the scene. When the Tiger entered service in November of 1942, it was the most powerful tank in existence. Weighing in at a massive 56 tons, it had 4"/100 mm of armour and the lethal 8.8cm gun, so long that it stuck out 7'2.1m in front of the tank.



The Tiger quickly became the most feared tank in existence as a single crew could destroy dozens of tanks in the space of twenty minutes. By the battle of Kursk most Panzer divisions could count on the support of a company of Tiger tanks. Exceptional units like *Panzer-grenadierdivision Grossdeutschland* were equipped with an entire battalion of these monsters.

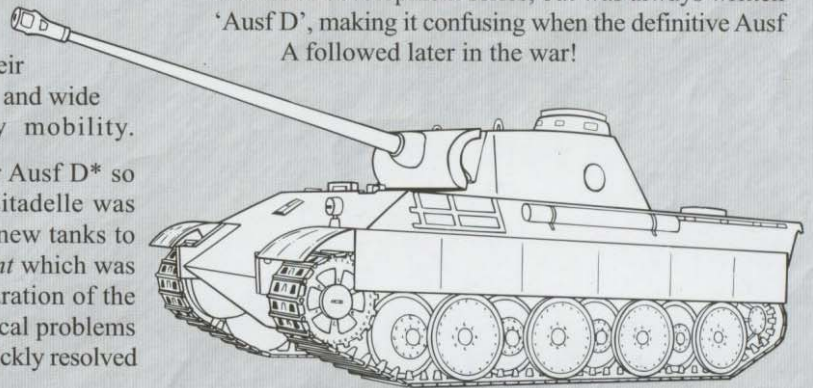
PANTHER

While the design of the Tiger tank preceded Operation Barbarossa, the Panther tank was a direct result of the mauling the Wehrmacht received at the hands of the powerful Soviet T-34 tank. Like the T-34 it was developed as a medium tank, but weighed more than many heavy tanks. Both possessed sloped armour to maximise their armour protection and large road wheels and wide tracks for excellent cross-country mobility.

Hitler considered the Panzer V Panther Ausf D* so important that the date of Operation Zitadelle was postponed to allow 200 of these brand new tanks to take part. All were in 39. *Panzerregiment* which was attached to *Grossdeutschland* for the duration of the battle. They suffered numerous mechanical problems in this, their first outing, but most were quickly resolved

after the battle. By the end of 1943, eight Panzer divisions had their allotted battalion of Panthers.

*This version should have been a small 'd' to indicate the fourth development series, but was always written 'Ausf D', making it confusing when the definitive Ausf A followed later in the war!



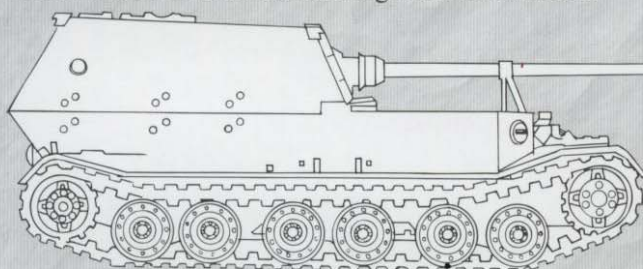
FERDINAND

The Ferdinand started its life as Porsche's design for the Tiger tank. When Henschel won the contract, Porsche was left with an empty production line. Fortunately, Hitler wanted a heavy tank with a longer 8.8cm gun. Since no turret existed for a weapon that big, Porsche offered his modified Tiger (P) as an assault gun. This super-weapon had weighed in at 65 tons, had 8"/200mm of armour and a gun over 20'/6.25m

long! Hitler was delighted and ordered 90 for his new offensive.

Officially named the *Sturmgeschütz mit 8.8cm PaK43/2*, it was more usually called the Ferdinand after Dr Ferdinand Porsche. All 90 were issued to 656. *Panzerjägerregiment* along with a battalion of *Brummbär* assault guns, fighting on the northern face of the Kursk salient. Afterwards the survivors were consolidated into one battalion and fought on throughout the long retreat that followed.

In battle, their lack of a hull machine-gun was found to be a problem, although reports of large numbers being knocked out by Soviet infantry are much exaggerated. Many were indeed burned out by Molotov Cocktail petrol bombs, but most had already been disabled by heavier weapons.



Tiger Aces

Tiger tanks were considered vital to Germany's war effort. Only the best candidates were selected to crew them. The tough hides of their mounts enabled them to survive and learn while the powerful 8.8cm gun racked up impressive scores of destroyed enemy tanks and guns.

These men were highly skilled and led by some of the best tank commanders that have ever been. Officers like Michael Wittmann and Otto Carius learned their trade on lesser Panzer tanks or StuG assault guns. Once in command of the fearsome Tiger tank, they showed what they could do with the best equipment available.

To reflect the abilities and experience of these exceptional soldiers, *Flames Of War* gives each platoon of Tiger tanks its own Tiger Ace Skill. This skill gives them the ability to perform the incredible feats of the real tankers that manned these formidable machines.

At the start of the game roll a die for each Tiger tank platoon and look up their Tiger Ace Skill on the table below. If you roll a 6, your platoon is fortunate to be led by an exceptionally talented officer with his own Tiger Ace Skill in addition to that of the platoon as a whole!



Michael Wittmann was Germany's most decorated tanker. During his career he destroyed over 140 tanks and 130 guns, winning the Knights Cross with Swords and Oakleaves.

Tiger Ace Skills



Schnell! This platoon believes in the importance of speed. Their kills have been racked up through being at the right place at the right time!



The platoon may make a Stormtrooper move on a roll of 2+.



Every Shot Counts! The outstanding teamwork and excellent gunners of this platoon ensure that almost every shot hits its target.



Tiger tanks in this platoon re-roll any failed roll to hit when they shoot.



Clever Hans! The drivers of this platoon are masters of their vehicles. No matter how difficult the terrain or how firmly stuck they appear to be, they'll have their tank through the obstacle in no time.



Tanks in this platoon pass Skill tests to cross rough terrain or to free a bogged down tank on a roll of 2+.



Rapid Fire! Superb teamwork between the commander, the gunner, and the loader means that this platoon maintains a high rate of fire in combat.



The 8.8cm tank guns of the Tiger tanks in this platoon have ROF 3.



For the Fatherland! The soldiers of this platoon love their country. They know how important their part in Germany's final victory is, and will fight to their utmost to secure it.



The platoon passes Motivation tests on a roll of 2+.

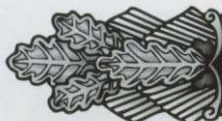


Top Ace! The commander of this platoon is a top gun, a real Kanone!



Roll to determine the platoon's Tiger Ace Skill. If you roll 6 again, you may choose the platoon's skill.

Roll a third time to generate an extra skill for the platoon command tank. This gives the platoon commander two Tiger Ace Skills. If you roll a 6, you may choose the platoon commander's extra skill.



Divisional Support Platoons



Any Panzerkompanie, Panzergrenadierkompanie, Aufklärungsschwadron, or Panzerpionierkompanie may have the following support platoons:

- Heavy Tank Platoons,
- Heavy Assault Gun Platoons,
- Assault Tank Platoons,
- Assault Gun Platoons,
- Radio-control Platoons,
- Anti-tank Gun Platoons,
- Tank-hunter Platoons,
- Light Anti-aircraft Platoons,
- Heavy Anti-aircraft Gun Platoons,
- Armoured Artillery Batteries,
- Artillery Batteries,
- Rocket Launcher Batteries, and
- Divisional Pioneer Platoons

Air Support

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting Ju87 D or G Stuka, Me109 E, or FW190F ground-attack aircraft and fighters on a roll of 5+. You may upgrade your ground-attack aircraft to Hs129B 'flying tanks' for +20 points.

You may request Priority air support at a cost of 200 points. Priority air support will provide supporting Ju87 D or G Stuka, Me109 E, or FW190F ground-attack aircraft and fighters on a roll of 4+. You may upgrade your ground-attack aircraft to Hs129B 'flying tanks' for +40 points.

Motivation And Experience

Like the combat troops they support, the divisional support platoons are experienced troops that know their own worth. Divisional Support Platoons are rated as **Confident Veteran**.

0 to 1 Heavy Tank Platoon

Platoon

2 Tiger I E	770 points
1 Tiger I E	385 points

Options

- Add either: one or two Panzer III L or M tanks for +125 points per tank, one or two Panzer III N tanks for +115 points per tank, or one or two Tiger I E tanks for +385 points per tank.
- Add Schürzen side skirts to any Panzer III L, M, or N for +5 points per vehicle.

Remember to roll for your Tiger Ace Skills (see page 20) before each game!



Tiger tanks are the deadliest killers on the battlefield—each Tiger tank is worth a platoon of lesser tanks. Their biggest limitation is simply the small numbers available.

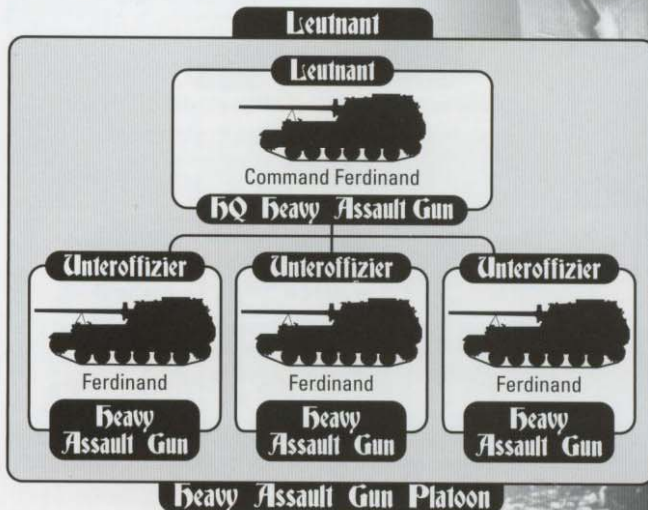
0 to 1 Heavy Assault Gun Platoon

Platoon

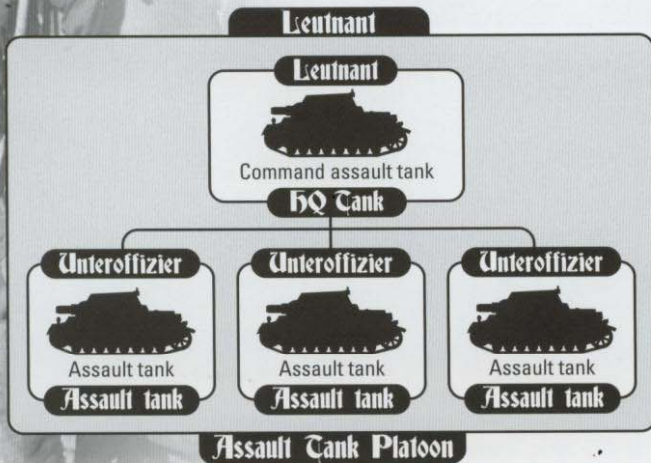
4 Ferdinand	1580 points
3 Ferdinand	1185 points
2 Ferdinand	790 points
1 Ferdinand	395 points

Even heavier than a Tiger tank, the Panzerjäger Ferdinand assault gun possessed a gun capable of penetrating any tank in existence and armour that is proof against any gun it faced.

These monsters can be used as either long-range tank killers, making excellent use of their powerful 8.8cm PaK43/2 L/71 gun, or as assault guns relying on their thick hides to protect them as they destroy everything in their path. Either way, they strike fear into every opponent!



0 to 1 Assault Tank Platoon



Platoon

4 Brummbär	690 points
3 Brummbär	520 points
2 Brummbär	345 points
4 StuIG33B	570 points
3 StuIG33B	430 points
2 StuIG33B	285 points

Option

- Add Schürzen side skirts to any Brummbär for +5 points per vehicle.

With armour as thick as a Tiger tank and a 15cm gun firing 55lb/25kg shells, the *Sturmpanzer Brummbär* is the ultimate assault tank. It simply ignores enemy fire as it rolls up and destroys enemy gun pits and fortified machine-gun nests.

Assault Gun Platoon



Platoon

Sd Kfz 253 and 2 StuG D/E	225 points
Sd Kfz 253 and 1 StuG D/E	125 points
3 StuG F	460 points
2 StuG F	305 points

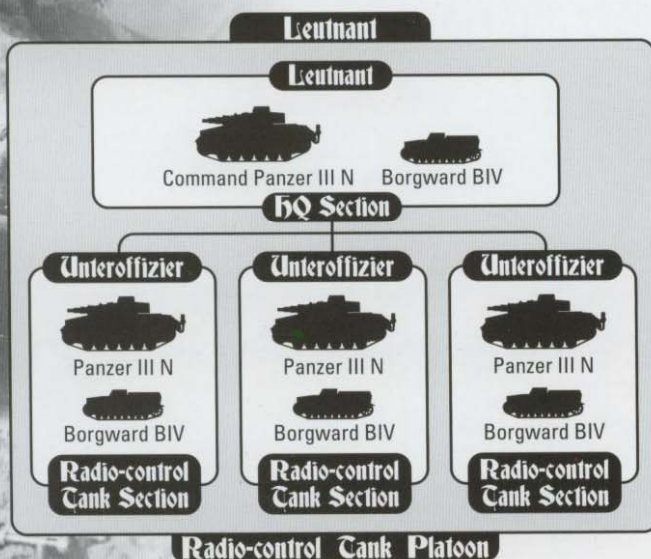
Options

- Upgrade any or all StuG F assault guns to StuG F/8 or G assault guns or StuH42 assault howitzers for +25 points per assault gun.
- Add Schürzen side skirts to any StuG F/8 or G assault guns or StuH42 assault howitzers for +5 points per vehicle.

While not as glamorous as the Tiger tanks, the StuG assault guns are the infantry's main form of armoured support.

The Command Sd Kfz 253 half-track counts as a Tank team in an Assault Gun Platoon

0 to 1 Radio-control Tank Platoon



Platoon

HQ Section with:	
3 Radio-control Sections	540 points
2 Radio-control Sections	405 points
1 Radio-control Section	270 points

Options

- Replace any Panzer III N tanks with Panzer III M tanks for +10 points each.
- Replace all Panzer III N tanks with StuG G assault guns for +65 points each.
- Add Schürzen side skirts to any Panzer III M, N or StuG G for +5 points per vehicle.

If you really want it blown up, use a radio-controlled demolition carrier. No gun in existence can deliver half a ton of explosives with the unerring accuracy of the *Borgward BIV*!

DEMOLITION CARRIERS

The Germans are world leaders in remote-controlled technology. The *Borgward B IV Ladungsträger* is a small radio-controlled demolition carrier. It is driven to the edge of the battlefield before being guided by radio control to its target. Once there it detonates its 500kg charge, completely obliterating the target!

Being expendable and utterly without fear or emotion, remote-controlled demolition carriers are excellent for dangerous work such as destroying enemy bunkers and clearing minefields.

The *Panzerzug (Funklenk)* or radio-control tank platoon uses tanks or assault guns as control vehicles allowing them to position themselves in the best place to see the target and guide the demolition carrier in. During the battle of Kursk three companies of radio-control demolition vehicles were used to clear paths for the heavy Tiger tanks and Ferdinand assault guns through the dense minefields of the northern sector.



Anti-tank Gun Platoon

Platoon

HQ Section with:

4 Anti-tank Sections	225 points
3 Anti-tank Sections	175 points
2 Anti-tank Sections	125 points

Options

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.
- Replace all 5cm PaK38 guns and Kfz 70 trucks with 7.62cm PaK36(r) guns and 3-ton trucks for +20 points per section.
- Replace all 5cm PaK38 guns and Kfz 70 trucks with 7.5cm PaK40 guns and 3-ton trucks for +25 points per section.
- Replace all 3-ton trucks with Sd Kfz 11 half-tracks for +5 points for the platoon.

The heavy anti-tank guns of the divisional Anti-tank Gun Platoons have long-range killing power. These guns will stop almost any armoured attack on sight.

Tank-hunter Platoon

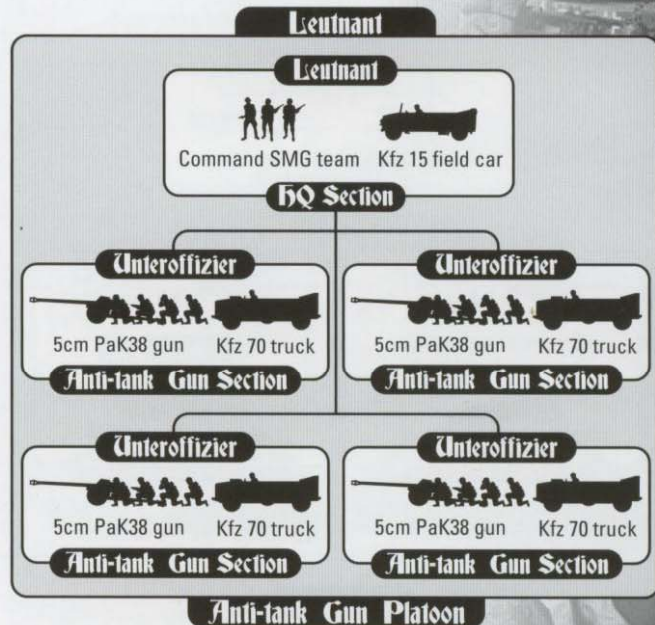
Platoon

HQ Section with:

4 Marder I	365 points
3 Marder I	280 points
2 Marder I	195 points

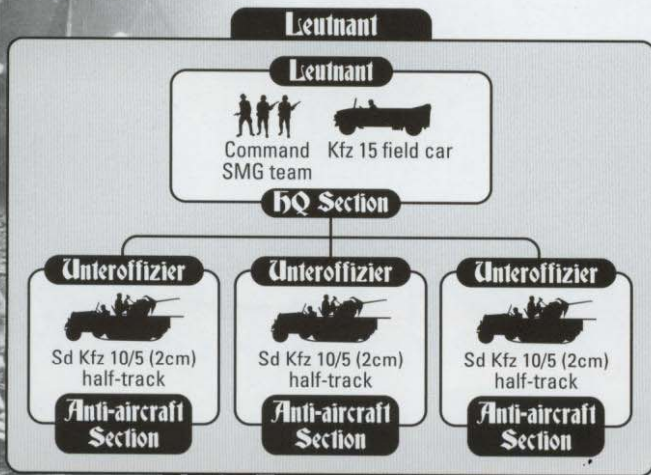
Options

- Upgrade all Marder I to:
 - Marder II for +15 points per tank-hunter,
 - Marder III (7.62cm) +10 points per tank-hunter,
 - Marder III H for +15 points per tank hunter,
 - Marder III M for +10 points per tank-hunter, or
 - Hornisse for +80 points per tank hunter.
- Downgrade all Marder I to Panzerjäger I for -40 points each.
- Replace Command SMG team and Kfz 15 field car with a Command Panzer I B tank for +10 points



The Tank-hunter Platoons have all of the firepower of the anti-tank gun platoons, but more mobility because of their armoured chassis.

Light Anti-aircraft Platoon



Platoon

HQ Section with:
 3 Sd Kfz 10/5 (2cm) **135 points**
 2 Sd Kfz 10/5 (2cm) **90 points**

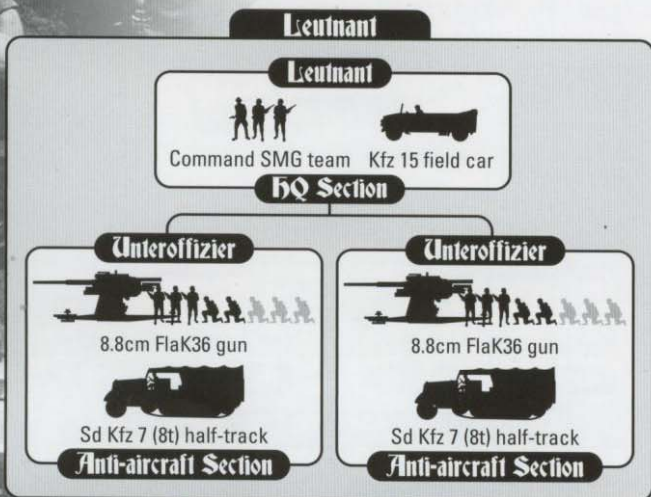
Options

- Replace all Sd Kfz 10/5 (2cm) half-tracks with Sd Kfz 7/1 (Quad 2cm) half-tracks for +10 points each, or Sd Kfz 7/2 (3.7cm) half-tracks for +20 points each.
- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.

Light Anti-aircraft Platoons are useful for keeping enemy aircraft at bay when the Luftwaffe is busy elsewhere.

Light Anti-aircraft Platoon

0 to 1 Heavy Anti-aircraft Gun Platoon



Platoon

HQ Section with:
 2 Anti-aircraft Sections **240 points**
 1 Anti-aircraft Section **130 points**

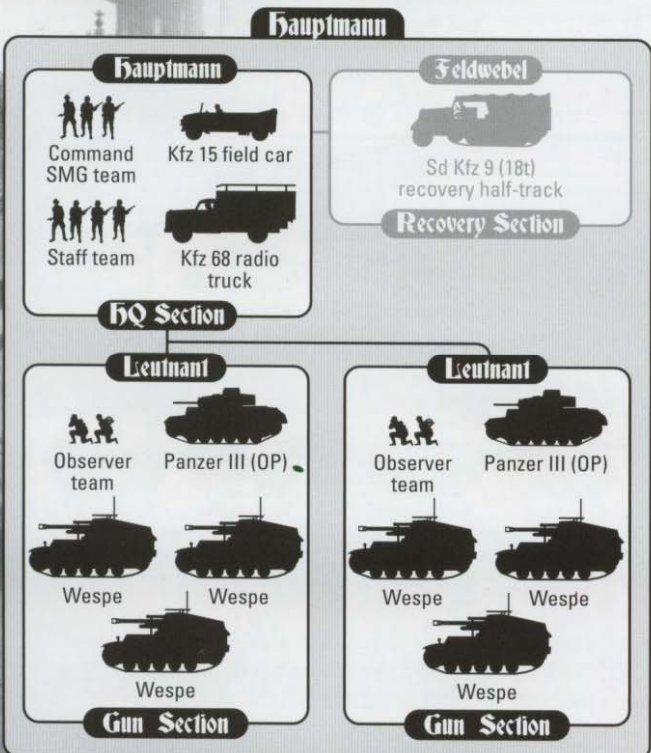
Option

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

The 8.8cm FlaK36 is the same weapon as mounted in the Tiger tank. It will easily destroy any enemy tank at long range and is often called upon as the main heavy anti-tank defence of the Panzergrenadiers.

Heavy anti-aircraft Platoon

Armoured Artillery Battery



Platoon

HQ Section with:
 2 Gun Sections **755 points**
 1 Gun Section **395 points**

Options

- Replace all Wespe self-propelled guns with Hummel self-propelled guns for +185 points per Gun Section.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

Armoured Artillery Batteries move quickly cross-country and are ready to fire at a moment's notice. Then, when they fire, their heavy guns wreak havoc among the enemy.

The Panzer III (OP) tank gives the observer team a vehicle capable of keeping pace with the Panzers. While its protection is welcome, a tank can be hard to hide. When the observer dismounts to take up a concealed position they usually send the tank to the rear.

Artillery Battery

Platoon

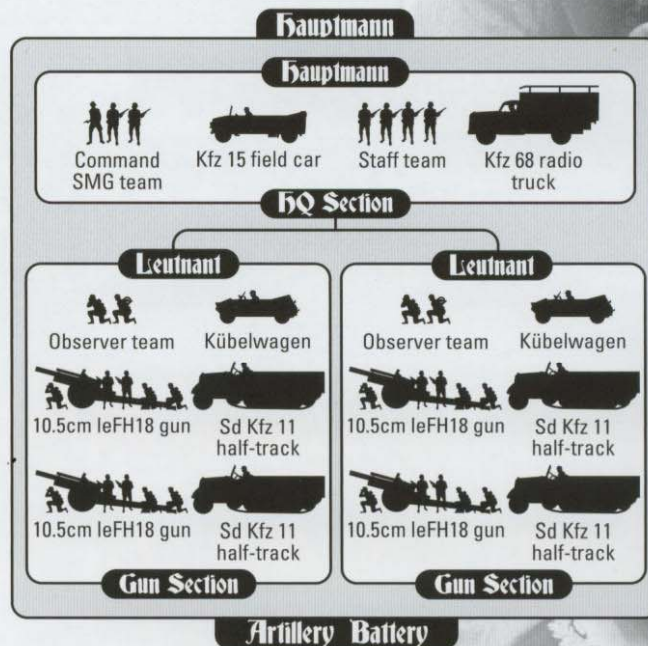
HQ Section with:

- 2 Gun Sections **315 points**
- 1 Gun Section **180 points**

Option

- Replace all Kübelwagen jeeps with Sd Kfz 250, 253, or 254 half-tracks for +10 points per half-track, or Panzer II tanks for +25 points per tank.

Towed artillery provides a good balance between cost and effectiveness. With their 10.5cm guns they can deliver a high volume of fire that will destroy the hardest target. If enemy tanks attack, the 10.5cm guns are devastating when firing over open sights.



Rocket Launcher Battery

Platoon

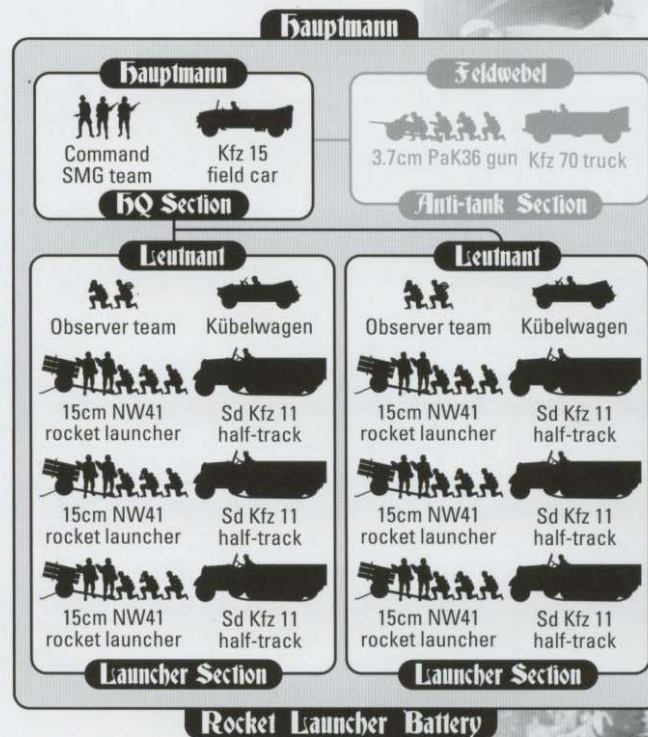
HQ Section with:

- 2 Launcher Sections **370 points**
- 1 Launcher Section **200 points**

Options

- Replace all Kübelwagen jeeps with Sd Kfz 250 or Sd Kfz 253 half-tracks for +10 points per vehicle.
- Replace three 15cm NW41 rocket launchers and Sd Kfz 11 half-tracks in each section with four Panzerwerfer 42 (Maultier) rocket launchers for +210 points per section.
- Add Anti-tank Section for +35 points.
- Equip 3.7cm PaK36 gun with Stielgranate ammunition for +5 points.
- Replace 3.7cm PaK36 gun with 5cm PaK38 gun for +15 points.
- Replace Kfz 70 truck with Sd Kfz 10 half-track for +5 points.

Rocket artillery is a cheap alternative to conventional guns. Although they lack range and leave conspicuous smoke trails when firing, the shock of 36 rockets landing in the time a normal battery fires four more than makes up for these shortcomings.



Divisional Pioneer Platoon

Option

- Replace any or all Sd Kfz 251/7C (Pioneer) half-tracks with Sd Kfz 251/1C (Stuka) half-tracks for +50 points per half-track.

Only one Divisional Pioneer Platoon may be equipped with Sd Kfz 251/1C (Stuka) half-tracks.

Divisional Pioneer Platoons are organised the same as Panzer Pioneer Platoons. These were assigned to support either a Panzer or Panzergrenadierkompanie as needed. The organisation is given on page 17, with the additional option shown on the left.

Remember, while a Panzer Pioneer Platoon is a Weapons Platoon to a Panzergrenadierkompanie, Divisional Pioneer Platoons are always Support Platoons.

Hitler's Fire Brigade Arsenal

WEAPONS

Flame-throwers

Flame-throwers are offensive weapons. They take time to prepare and cannot react quickly when surprised.

Flame-throwers cannot fire in defensive fire.

Heavy Machine-guns In Half-tracks

German armoured machine-gun platoons used a special version of the Sd Kfz 251 half-track that allowed them to fire their heavy machine-guns from sustained fire mountings.

Any half-track from a Machine-gun Section carrying an HMG team may fire its hull MG as an HMG instead. That gives the weapon a range of 24"/60cm and ROF 4 if it does not move.

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm FlaK gun have large crews and fast reloading systems to keep up an extraordinary rate of fire.

An 8.8cm anti-aircraft gun can have ROF 3 for +10 points if it is modelled with 8 or more crew.

Light Guns

The 2.8cm sPzB41 heavy anti-tank rifle and the 8.8cm RW43 anti-tank launcher (nicknamed the *Püppchen* or dolly) are light enough to move with the infantry they protect.

Light guns can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.

No HE

The 2.8cm sPzB41 anti-tank rifle fires a solid slug at high velocity, perfect for knocking out tanks. They were not very effective against infantry since they had no high explosive (HE) round.

Weapons with no HE ammunition fire with Firepower 6 against unarmoured targets.

Panzerknackers

The German infantry has found that their anti-tank rifles are all but useless against many enemy tanks. The soldiers have had to think up other ways to knock out tanks. Panzerknackers use heavy anti-tank mines and petrol bombs to knock out tanks at close quarters.

A Panzerknacker team has an Anti-tank rating of 5 in assaults against tanks, but otherwise operates as a normal SMG infantry team.

Pioneers

Pioneers don't have the skills of specialist tank-hunters, but they do have lots of demolition charges and other explosives.

Pioneer teams have an Anti-tank rating of 4 in assaults against tanks.

Rear AA Mounts

German half-tracks are fitted with a rear anti-aircraft mounting for one of the passengers' machine-guns, so they can fire from the vehicle.

A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an AA MG, but against ground targets its field of fire is limited to targets behind a line across the rear of the half-track. A passenger cannot dismount in a turn in which it fires from the rear AA mount.

Self-defence Anti-aircraft Guns

Some vehicles carry machine-guns or cannon that can fire at aircraft, even though this isn't their main role. However, these vehicles are too busy with their primary tasks to protect other platoons from aircraft.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

Small Guns

Small anti-tank guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the *Flames Of War* rulebook) and neither moved nor shot in their turn, count as being Concealed and Gone To Ground, even if they are in the open. 7.5cm PaK 40 anti-tank guns are rated as small guns despite their calibre. These guns are based on the chassis of the 5cm PaK38 and are almost as low-slung and easy to conceal.

Stielgranate

The little 3.7cm PaK36 gun earned the nickname 'The Army's Doorknocker' because it just made an ineffective banging noise on the outside of well-armoured tanks. The answer lies in the new Stielgranate ammunition. It is clumsy and short-ranged, but it allows the 3.7cm PaK36 gun to knock out any tank in existence.

A 3.7cm anti-tank gun with Stielgranate ammunition may fire with Range 8"/20cm, ROF 1, Anti-tank 12, and Firepower 5+.

Stuka zu Fuss

Sd Kfz 251 half-tracks in the third platoon of the Panzerpionierkompanie are fitted with Wurfrahmen, or frames for six huge 28cm rockets. These were so devastating that they were called Stuka zu Fuss or Stukas on foot.

Each Stuka zu Fuss can only fire one bombardment, but counts as six weapons firing. You may make up to six attempts to range in with a 28cm rocket launcher. Each failed attempt reduces the number of weapons firing by one. If you fail all six attempts to range in, the rockets have all been fired, but missed, and no bombardment is possible.

If multiple 28cm rocket launchers fire, place a separate template for each as if they were separate artillery batteries.

The half-track is still available to transport the pioneer team after the Stuka zu Fuss fires.

VEHICLES

Amphibious

The amphibious Schwimmwagen carries the Panzergrenadiers of the reconnaissance troops anywhere, even swimming rivers.

Amphibious jeeps treat all water obstacles as Difficult Going.

Assault Bridges

The Sd Kfz 251/7 half-track carries a small assault bridge. The pioneers use this to span streams and trench lines to allow other vehicles to cross.

Any pioneer team starting the turn adjacent to or mounted in an Sd Kfz 251/7 half-track can place the assault bridge across any adjacent stream or ditch that it can span at the start of movement. The bridge can be returned to the half-track in the same manner. Once placed, the assault bridge is Difficult Going.

Burns Easily

Battle reports on the Panther tank noted time and again how it burned astonishingly quickly when penetrated.

The opposing player re-rolls any failed Firepower tests to destroy or Bail Out a Panther tank with ground shooting. Do not re-roll Firepower rolls for hits from aircraft bombs or rockets.

Heavy Tanks

Tiger heavy tanks may be slow, but they have the power and weight to grind their way across almost any terrain.

Tiger tanks only move 8"/20cm on Road and Cross-country terrain. If a Tiger tank becomes Bugged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Light Tanks

A powerful engine and light armour means the Luchs excels in its role as a tracked armoured car.

Panzer II L Luchs light tanks move 16"/40cm when moving on Road and Cross-country terrain.

Limited Vision

Soviet tank designers produced small tanks. They reduced the crew to a minimum, and provided little in the way of vision devices.

Tanks with limited vision add +1 to the score required to hit when shooting any weapon at targets that are outside the field of fire of their hull-mounted weapons.

Mortar Carriers

The Sd Kfz 251/2C (8cm) mortar carrier is a half-track carrying a standard medium mortar. Although the mortar normally fires from the half-track, it can dismount and send the half-track to the rear.

You may dismount the mortar by removing the half-track and replacing it with an 8cm GW34 mortar team.

Motorcycles and Jeeps

Historically, German motorcycle and sidecar combinations and Kübelwagen and Schwimmwagen jeeps were only expected to carry a driver and two soldiers each. A team of four soldiers was split over two vehicles. If vehicles were in short supply though, the entire team could cram themselves into a single vehicle.

In *Flames Of War* you can model a motorcycle or jeep transport team as either one or two vehicles (with one machine-gun between them), but either way they count as a single transport team. Both models must stay together and count as a single target for shooting. If one is Destroyed, both are Destroyed. Basing both vehicles together helps to show this.

Over time Kübelwagen jeeps replaced motorcycles and sidecars. Wherever a motorcycle or Kübelwagen is shown, either can be used.

Rifle/MG, MG and HMG teams mounted on a motorcycle or jeep team fire their weapons as a vehicle-mounted MG. SMG teams mounted on a motorcycle or jeep team fire as an SMG team.

One Use

Flame-thrower tanks have a very limited fuel supply, so they can only attack one target with their flame-throwers. Once their fuel is used up, flame-thrower tanks usually retire from the battle. Being full of volatile gases, empty fuel tanks are even more explosive than full ones and these vehicles are too valuable to waste.

Flame-thrower tanks only carry enough fuel for one turn of shooting with their flame-throwers.

Flame-thrower tanks with no fuel left take an immediate Motivation test when any flame-thrower tank in the platoon is Destroyed.

- If they pass the test, they fight on as normal.
- If they fail the test, the crew retire from the battle. Remove the tank from the game counting it as Destroyed.

You can send any flame-thrower tank that has used its fuel to the rear at the start of your Movement step. Remove the tank from the game, but do not count it as Destroyed.

Overloaded

The heavy armour and large gun of the Ferdinand, StuIG33B and Brummbär assault guns seriously overload their chassis.

Overloaded vehicles only move 8"/20cm on Road and Cross-country terrain.

When required to make a bogging roll, an overloaded vehicle becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

Short Range

A flame-throwing tank or half-track has to be very close to its target to flame it. They can dash up to the target at speed, but must then stop or move very slowly to flame it.

A vehicle-mounted flame-thrower cannot be fired if the vehicle has moved more than 6"/15cm this turn.

NOTES

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

Explodes easily: The opposing player re-rolls any failed Firepower tests to destroy a demolition carrier with ground shooting. Do not re-roll failed Firepower rolls for hits from aircraft bombs or rockets.

Fast tank: T-34 tanks can move 32"/80cm when moving At the Double.

Flame-thrower: Flame-throwers roll a Skill test to hit, and pin down any target hit. The target does not get any saving roll.

Infantry only: Use instead of normal weapons. Remove team after shooting.

Fuel tanks: Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a flame-throwing tank.

Gun shield: Teams crewing weapons with a gun shield are in bulletproof cover when fired at from the front.

Immobile: Heavy anti-aircraft guns cannot be manhandled. They can only move if towed.

Man-packed: Man-packed weapons are carried on the backs of the crew. They ignore Rough Terrain like Infantry teams.

Mortar: Mortars can only fire artillery bombardments, so they do not have a ROF rating. Re-roll first failed roll to range in.

Recovery vehicle: Recovery vehicles can tow other vehicles without needing to pass a Skill test.

Salvo rocket artillery: Rocket launchers can only fire artillery bombardments, so they do not have a ROF rating. Rockets do not suffer ranging-in penalties on to hit rolls.

Smoke: Weapons with smoke ammunition can fire a smoke screen rather than their normal shooting.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Schürzen

Schürzen are the thin armoured plates added to the sides of some German tanks. Schürzen protects the vehicle from infantry anti-tank weapons, like anti-tank rifles and bazookas.

When a tank that is protected by Schürzen is hit on its side armour by an infantry team's shooting and fails its Armour Save, roll a special 4+ Schürzen save:

- If the save is successful the Schürzen protects the tank from the side shot.
- If the save is not successful the shot penetrated the side armour as normal.

Unreliable

The new Tiger and Panther heavy tanks have been rushed into service without sufficient time to iron out the problems. As a result, they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bogged Down until repaired.

The only way to repair a broken down tank is for an adjacent recovery vehicle to pass a Skill test at the end of the Movement step. If it passes the Skill test, the broken down tank is repaired at the end of the Shooting step.

Weapons Carriers

German gunners often used their gun tractor as a Waffenträger or weapons carrier by mounting the weapon on the vehicle for greater mobility and a quicker response time.

A weapons carrier counts as a Tank team with the same characteristics as the Transport vehicle.

A weapons carrier may be removed and replaced with the towed version of the gun taking an entire turn (the team cannot move, shoot, or assault), becoming a Gun team in the process. The Gun team is ready to shoot next turn, and the transport is sent to the rear.

Wide Tracks

Despite occasional mechanical failures, the extremely wide tracks fitted to the Panther tanks allow them to cross almost any terrain.

If a tank with wide tracks becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

AIRCRAFT

Flying Tank

The Hs129B is a heavily-armoured ground-attack aircraft.

When attempting to shoot down a Hs129B you must re-roll successful Firepower rolls.

- A successful re-roll shoots the aircraft down.
- A failed re-roll means that the aircraft's heavy armour protected it, allowing it to press home its attack on a roll of 3+ as normal.

TANK TEAMS

	Name	Mobility	Armour			Equipment and Notes
			Front	Side	Top	
TANKS	Panzer I B	Half-tracked	1	0	1	Twin MG
	Panzer II	Fully-tracked	3	1	1	2cm tank gun, co-ax MG.
	Panzer 38(t)	Fully-tracked	3	1	1	3.7cm tank gun, co-ax MG, hull MG.
	Panzer III G, H, or J	Fully-tracked	5	3	1	Short 5cm tank gun, co-ax MG, hull MG.
	Panzer III J (late)	Fully-tracked	5	3	1	Long 5cm tank gun, co-ax MG, hull MG.
	Panzer III L or M	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG.
	Panzer III N	Fully-tracked	5	3	1	7.5cm assault gun, co-ax MG, hull MG.
	Panzer IV E or F ₁	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG.
	Panzer IV F ₂ or G	Fully-tracked	5	3	1	7.5cm tank gun, co-ax MG, hull MG.
	Panzer IV G (late) or H	Fully-tracked	6	3	1	7.5cm tank gun, co-ax MG, hull MG.
	Panther D (Kursk)	Fully-tracked	10	5	1	Long 7.5cm tank gun, co-ax MG, hull MG, Wide tracks, Burns easily, Unreliable.
	Tiger I E (early)	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank, Unreliable.
	T-34 obr 1942 (captured)	Fully-tracked	6	5	1	7.62cm tank gun, co-ax MG, hull MG, Fast tank, Wide tracks, Limited vision.
	Flammpanzer III	Fully-tracked	6	3	1	Heavy flame-thrower, co-ax MG, hull MG, Fuel tanks.
ASSAULT GUNS	StuG D or E	Fully-tracked	5	3	1	7.5cm assault gun, AA MG.
	StuG F	Fully-tracked	5	3	1	7.5cm tank gun, AA MG.
	StuG F/8 or G	Fully-tracked	7	3	1	7.5cm tank gun, hull MG.
	StuH42	Fully-tracked	7	3	1	10.5cm assault howitzer, hull MG.
	StuIG33B	Fully-tracked	7	4	1	15cm assault gun, hull MG, Overloaded.
	Brummbär	Fully-tracked	9	5	1	15cm assault gun, AA MG, Overloaded.
INFANTRY GUNS (SP)	Sd Kfz 250/7 (early, 8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
	Sd Kfz 250/8 (early, 7.5cm)	Half-tracked	1	0	0	7.5cm assault gun, Rear AA MG.
	Sd Kfz 251/2C (8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
	Sd Kfz 251/9C (7.5cm)	Half-tracked	1	0	0	7.5cm assault gun, Rear AA MG.
	Grille (15cm sIG) H or K	Fully-tracked	2	1	0	15cm infantry gun, AA MG.
	Sd Kfz 251/16C (Flamm)	Half-tracked	1	0	0	Two light flame-throwers, hull MG, Fuel tanks.
TANK-HUNTERS	Panzerjäger I	Half-tracked	0	0	0	4.7cm anti-tank gun, AA MG.
	Marder I	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG, Overloaded.
	Marder II	Fully-tracked	1	0	0	7.5cm anti-tank gun, AA MG.
	Marder III (7.62cm)	Fully-tracked	1	0	0	7.62cm anti-tank gun, hull MG.
	Marder III H	Fully-tracked	1	0	0	7.5cm anti-tank gun, hull MG.
	Marder III M	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG.
	Hornisse	Fully-tracked	1	1	0	Long 8.8cm anti-tank gun, AA MG.
	Ferdinand	Fully-tracked	16	8	2	Long 8.8cm anti-tank gun, AA MG, Overloaded, Unreliable.
ARTILLERY	Wespe	Fully-tracked	1	1	0	10.5cm howitzer, AA MG.
	Hummel	Fully-tracked	1	1	0	15cm howitzer, AA MG.
	Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	15cm rocket launcher, AA MG.
	Panzer III OP	Fully-tracked	5	3	1	Hull MG.
AA	Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	2cm anti-aircraft gun.
	Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	Quadruple 2cm anti-aircraft gun.
	Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	3.7cm anti-aircraft gun.
ARMoured CARS	Sd Kfz 221 (2.8cm)	Wheeled	0	0	1	Hull 2.8cm anti-tank rifle.
	Sd Kfz 222 (2cm)	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-ax MG.
	Sd Kfz 223 (radio)	Wheeled	1	0	1	AA MG.
	Sd Kfz 231 (8-rad)	Half-tracked	2	0	1	2cm tank gun, co-ax MG.
	Sd Kfz 250/9 (early, 2cm)	Half-tracked	1	0	1	Light 2cm anti-aircraft gun, co-ax MG.
	Panzer II L Lüchs	Fully-tracked	3	1	1	2cm tank gun, co-ax MG, Light tank.
	Panhard P-178(f)	Wheeled	1	1	1	2.5cm tank gun, co-ax MG.
	Sd Kfz 233 (7.5cm)	Half-tracked	2	0	0	7.5cm assault gun, AA MG.

VEHICLE WEAPONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
Twin MG	16"/40cm	4	2	6	
8cm mortar	40"/100cm	-	-1	3+/6	Mortar, Smoke.
2cm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
Quadruple 2cm anti-aircraft gun	24"/60cm	6	5	5+	Anti-aircraft.
3.7cm anti-aircraft gun	32"/80cm	4	6	5+	Anti-aircraft.
Light 2cm anti-aircraft gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
2cm tank gun	16"/40cm	3	5	5+	
2.5cm tank gun	16"/40cm	2	6	5+	No HE.
2.8cm anti-tank rifle	16"/40cm	2	7	5+	No HE.
3.7cm tank gun	24"/60cm	2	6	5+	
4.7cm anti-tank gun	24"/60cm	2	7	4+	
Short 5cm tank gun	24"/60cm	3	7	4+	
Long 5cm tank gun	24"/60cm	3	9	4+	
Short 7.5cm tank gun	24"/60cm	2	9/2	3+/6	Close-support artillery, Smoke.
7.5cm assault gun	24"/60cm	2	9	3+	
7.5cm tank gun	32"/80cm	2	11	3+	
7.5cm anti-tank gun	32"/80cm	2	12	3+	
7.62cm tank gun	32"/80cm	2	9	3+	
7.62cm anti-tank gun	32"/80cm	2	11	3+	
Long 7.5cm tank gun	32"/80cm	2	14	3+	
8.8cm tank gun	40"/100cm	2	13	3+	
Long 8.8cm anti-tank gun	40"/100cm	2	16	3+	
10.5cm assault howitzer	32"/80cm	2	10	2+	Smoke.
10.5cm howitzer	24"/60cm	1	10/3	2+/4+	Artillery, Smoke.
15cm assault gun	24"/60cm	1	12	1+	
15cm infantry gun	16"/40cm	1	12/3	1+/2+	Artillery, Smoke.
15cm howitzer	24"/60cm	1	12/4	1+/2+	Artillery, Smoke.
15cm rocket launcher	56"/140cm	-	-2	2+/4+	Salvo rocket artillery, Smoke.
28cm rocket launcher	32"/80cm	-	-3	1+/2+	Stuka zu Fuss.
Light flame-thrower	4"/10cm	3	-	6	Flame-thrower, One use, Short range.
Heavy flame-thrower	4"/10cm	4	-	5+	Flame-thrower, One use, Short range.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS BMW & Sidecar or Kübelwagen	Jeep	-	-	-	1 passenger.
Schwimmwagen	Jeep	-	-	-	1 passenger, Amphibious.
Kettenkrad	Half-tracked	-	-	-	1 passenger.
Horch Kfz 15 car	Jeep	-	-	-	1 passenger.
Horch or Krupp Kfz 70 truck	Wheeled	-	-	-	1 passenger.
Steyr Kfz 70 truck	Wheeled	-	-	-	2 passengers.
Opel Blitz 3-ton truck	Wheeled	-	-	-	3 passengers.
Opel Maultier	Half-tracked	-	-	-	3 passengers.
Opel Kfz 68 radio truck	Wheeled	-	-	-	1 passenger.
TOWS Sd Kfz 10 (1t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (3t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 7 (8t)	Half-tracked	-	-	-	1 passenger.
APC'S Sd Kfz 250 (early)	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 250/10 (early, 3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 250/11 (early, 2.8cm)	Half-tracked	1	0	0	2.8cm anti-tank rifle, Rear AA mount, 1 passenger.
Sd Kfz 251/1C	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/7C (Pioneer)	Half-tracked	1	0	0	Hull MG, Rear AA mount, Assault bridge, 1 passenger.
Sd Kfz 251/1C (Stuka)	Half-tracked	1	0	0	28cm rocket launcher, hull MG, Rear AA mount, 1 passenger.
Sd Kfz 251/10C (3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 253 (StuG)	Half-tracked	1	0	1	AA MG, 1 passenger.
Sd Kfz 254	Half-tracked	1	0	1	AA MG, 1 passenger.
RECOVERY Sd Kfz 9 (18t)	Half-tracked	-	-	-	Recovery vehicle.
Bergepanther	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	16"/40cm	2	2	6	Kar98k rifles and MG34 or MG42 machine-guns.
MG team	16"/40cm	3	2	6	MG34 or MG42 machine-guns.
SMG team	4"/10cm	3	1	6	MP40 submachine-guns.
Light Mortar team	16"/40cm	1	1	5+	5cm leGW36 light mortar.
Anti-tank Rifle team	16"/40cm	2	4	6	7.92mm PzB39 anti-tank rifles.
HMG team	24"/60cm	4	2	6	sMG34 or sMG42 heavy machine-gun.
Observer team	—————	cannot shoot	—————	—————	
Staff team	—————	cannot shoot	—————	—————	Moves as a Gun team.
Additional Training and Equipment					
Pioneer team	—————	as infantry team	—————	—————	Pioneer.
Panzerknacker team	—————	as infantry team	—————	—————	Panzerknacker.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.

GUN TEAMS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
2.8cm sPzB41	16"/40cm	3	7	5+	Man-packed, Gun shield, Small gun, Light gun, No HE.
8.8cm RW43 (Püppchen)	16"/40cm	1	11	5+	Man-packed, Gun shield, Small gun, Light gun.
8cm GW34 mortar	40"/100cm	-	-/1	3+/6	Man-packed, Mortar, Smoke, Small gun, Light gun.
12cm sGW43 mortar	56"/140cm	-	-/2	2+/4+	Mortar, Smoke.
7.5cm leIG18 gun	16"/40cm	2	9/2	3+/6	Gun shield, Artillery, Smoke, Small gun.
15cm sIG33 gun	16"/40cm	1	12/3	1+/2+	Gun shield, Artillery, Smoke.
3.7cm PaK36 gun	24"/60cm	3	6	5+	Gun shield, Small gun,
firing Stielgranate	8"/20cm	1	12	5+	Stielgranate.
5cm PaK38 gun	24"/60cm	3	9	4+	Gun shield, Small gun.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Gun shield, Small gun.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	40"/100cm	2	13	3+	Gun shield, Turntable, Heavy anti-aircraft, Immobile.
10.5cm leFH18 howitzer	24"/60cm	1	10/3	2+/4+	Gun shield, Artillery, Smoke, Immobile.
15cm NW41 rocket	56"/140cm	-	-/2	2+/4+	Salvo rocket artillery, Smoke.

DEMOLITION CARRIERS

Name	Movement	Armour			Anti-tank	Firepower	Notes
		Front	Side	Top			
Goliath	-	0	0	0	5/1	2+/4+*	Explodes easily.
Borgward BIV	Half-tracked	0	0	0	7/2	1+/2+*	Explodes easily.

* The first anti-tank and Firepower ratings are used against targets adjacent to the demolition carrier when it explodes. The second rating is used against all other teams within 2"/5cm.

AIRCRAFT

Aircraft	Weapon	Range	ROF	Anti-tank	Firepower	Notes
Ju87D Stuka	Bombs	4"/10cm	-	4	1+	
Ju87G Stuka	Guns	8"/20cm	3	9	5+	
FW190F	Bombs	4"/10cm	-	4	1+	
Me109E	Bombs	4"/10cm	-	4	1+	
Hs129B	Guns	8"/20cm	4	8	5+	Flying tank.
or	Bombs	4"/10cm	-	4	1+	

Hitler's Fire Brigade Armies



Infantry attacks! A Panzergrenadier platoon advances.



Generalmajor Otto-Ernst Remer
Grössdeutschland's hero and victor of
47 close assaults.

Welcome to the *Panzertruppen*, Germany's armoured strike force. Over time your small band of hardened veterans will expand into a powerful battlegroup. Equipped with the finest weapons in the world, they can annihilate any opponent.

Where To Begin Collecting Your Army

An armoured battlegroup has every type of weapon and armoured vehicle at its disposal. Even the lighter Panzer tanks are equal to any medium tank in the world, while the heavier Panther tank is far superior to any other. The Panzergrenadier infantry are all motorised or carried in armoured half-tracks and have more machine-guns than any other army. Backing them up are infantry guns, anti-tank guns and anti-aircraft guns, both light and heavy, towed and self-propelled, and we have to mention the formidable Tiger heavy tank, assault guns and artillery of every description, and even salvo rocket launchers!

With so many options available to the Panzer leader,

choosing what to include in your battlegroup is a tough choice. The place to begin is to select the core of your force: will you field a tank-based Panzerkompanie or an infantry-based Panzergrenadierkompanie? Both are deadly forces so your choice will depend on your preference between tanks and infantry.

Start by collecting the key parts of your company, the things that all of Hitler's Fire Brigade must have: a company HQ and two combat platoons. This allows you to fight small battles immediately and provides the hard core of veterans around which the rest of your battlegroup will form.

Fighting battles with your core company will quickly teach you about leading a Fire Brigade in battle. As you learn you will add specialist troops to support your company, tailoring it to the style of battles you fight and the opponents you face. You will soon have a powerful battlegroup ready to lead the German army to victory!



More of Wayne's huge collection of German Panzers and Panzergrenadiers.



Recovery vehicles help pull bogged vehicles from trouble.



Panzer V Panther Ausf D

Built to counter the Soviet T-34, the Panther was arguably the best tank the Wehrmacht produced.



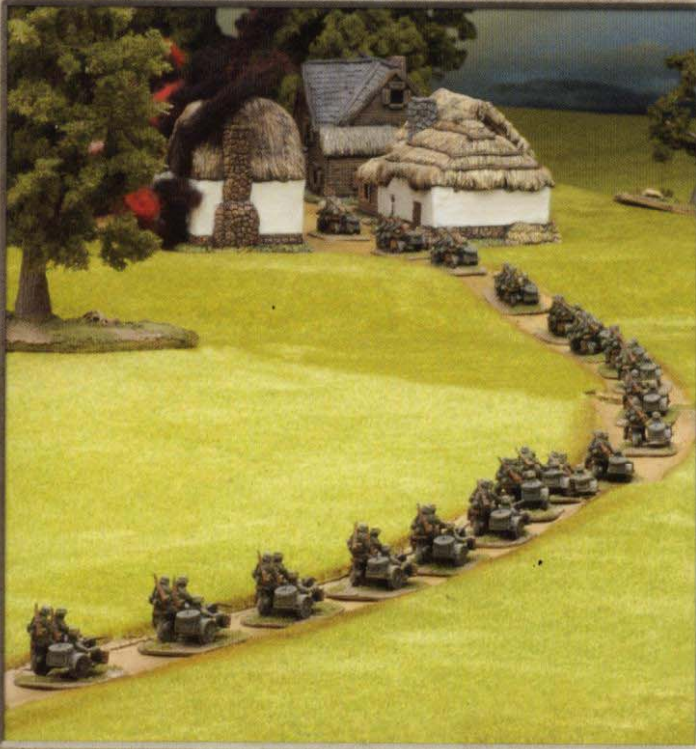
Panzer IV G's counterattack with the support of a battery of PaK 36 anti-tank guns firing Stielgranate ammunition.



Panzer IV H's lead the assault on fortified Russian defences with their superior guns.



Armoured Panzergrenadiers have the punch to fight on their own, and destroy most opposition.



Reconnaissance troops on motorcycles race across Russia.



Goliath remote-control demolition carrier.



100%

Marder III (7.62cm)

Mounting a Soviet gun firing a German round on a Czechoslovakian chassis, that's ingenuity!



Motorised Panzergrenadiers dismount outside machine-gun range before assaulting the enemy.



The long 5cm gun mounted in the Panzer III L is capable of defeating most armour.

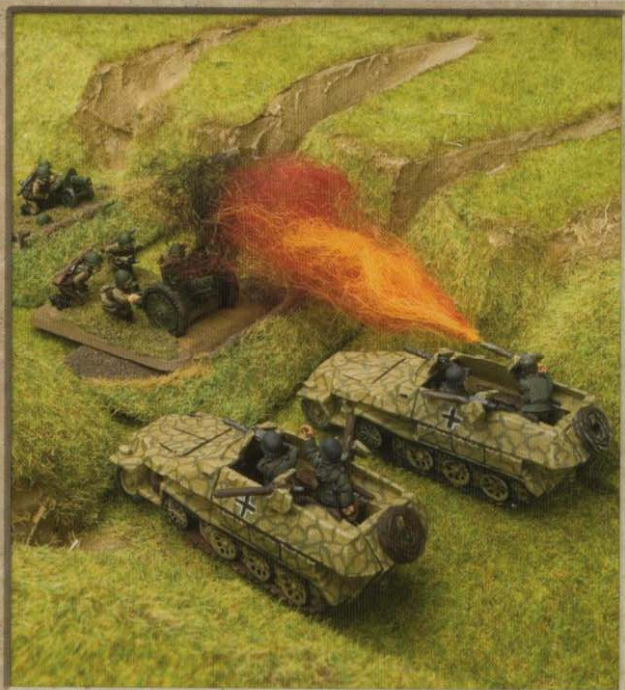


The continuous fire of the heavy machine-guns makes it almost impossible to assault any position they protect.



Sd Kfz 251/9C

Mounting a 7.5cm assault gun in a Sd Kfz 251 half-track provides Panzergrenadiers with mobile firepower.



Flame-throwing half-tracks clear the way for an assault.



Grille infantry guns destroy fortifications with ease.



Heavy 7.5cm PaK40 anti-tank guns form a Pakfront to halt massed Soviet tank attacks.



Heavy Tiger tanks often use lighter Panzer III tanks as protection from attacking infantry.



The Panzergrenadiers rely on mortars for instant fire support.



Hummel.

Based on a Panzer IV chassis, the Hummel mounts the heavy 15cm howitzer.



StuG assault guns are the infantry's main form of armoured support.



Mobile artillery can move quickly cross-country and fire at a moments notice.



Dual-purpose 8.8cm heavy anti-aircraft guns are equally good against tanks and aircraft.



100%

Panzerwerfer 42 (Maultier)

A salvo of ten 15cm rockets makes the Panzerwerfer 42 a deadly foe.



Half-tracked armoured cars scout ahead of a counterattack.



Two Hornisse in ambush can turn the tide of battle.



10.5cm field howitzers are the backbone of the German artillery.



Mobile Sd Kfz 7/1 anti-aircraft guns protect the Panzers from enemy aircraft.



Sd Kfz 221, 222, and 223 armoured cars are perfect for harassing the enemy's flanks and rear.



With supporting infantry, Brummbär assault tanks are almost unstoppable.

Painting Hitler's Fire Brigade

Paint Reference



Infantry

	Humbrol Enamel	Model Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Uniform	116	2014	XF65	830	Catachan Green
Helmet and gasmask	67	2094	XF63	995	Shadow Grey
Webbing and boots	33	1749	XF1	950	Chaos Black
SMG ammunition pouches and bread bag	63	2110	XF57	977	Bronzed Flesh
Rolled tent half	97	1721	XF20	886	Codex Grey
Green Camouflage	117	2091	XF58	823	Snot Green
Brown Camouflage	29	2054	XF10	984	Dark Flesh
Waterbottle and entrenching tool	170	1735	XF10	875	Scorched Brown

Tanks

Panzer Grey	67	2094	XF63	862	Codex Grey
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Camouflage

White	34	1768	XF2	951	Skull White
Chocolate Brown	98	2096	XF64	872	Dark Flesh
Olive Green	117	2097	XF58	890	Snot Green
Dark Yellow	83	2095	XF59	914	Bubonic Brown

Standard Colours

Faces and hands	61	1516	XF15	955	Dwarf Flesh
Rifle butt	170	1735	XF10	875	Scorched Brown
Machine-guns, rifle barrels, and tracks	53	1795	X10	863	Boltgun Metal
Tyres	32	2094	XF24	995	Codex Grey

Painting Panzergrenadiers

1



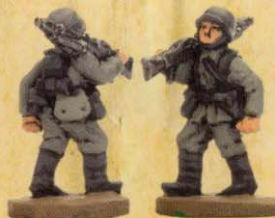
After preparing your figures for painting, undercoat them with a black spray-can primer or thinned primer paint. Paint a base coat of German Fieldgrey on the uniforms and a basecoat of German Grey on the helmets.

2



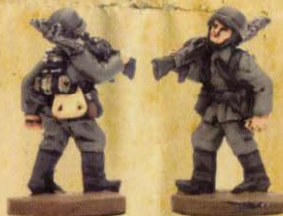
Next highlight the uniforms. Mix a little white paint with the German Fieldgrey and dry brush this onto the raised parts of the uniforms to add depth to the figures. See page 42 for dry brushing techniques.

3



Finish the figures by painting the details with a fine brush. Paint faces and hands in Flat Flesh, rifles in Beige Brown, machine-guns in Gun Metal, and boots Black. Now your troops are ready for battle. All you need to do now is to Mount them on their bases. See page 27 of the *Flames Of War* book for basing ideas.

Expert



Once you have painted your army you may want to go back and add more details to your figures. Only do this if you wish to put a lot more time into your painting. You can paint the bread bag, water bottle, helmet straps and webbing, adding highlight for more depth.

Painting Guns

1



After assembling your guns using the supplied instructions, undercoat them with a black spray-can primer or thinned primer paint. Base coat your guns with either German Grey (for 1942), or Green Ochre (for 1943).

2



Mix a little white into the German Grey or Green Ochre and highlight the top surfaces of the guns. Dry brushing is an excellent method for this as it picks out the guns' details and gives the impression of light and shadow.

3



Paint the tyres Black. Now paint the crew as described on the previous page and you are ready to mount your weapon and its crew to its base. Your gun is now ready for its first battle.

Expert



Adding battlefield wear and tear, mud on the wheels, black smoke marks at the end of the barrel and winter white wash all add up to a weapon that will stand out on the battlefield.

Painting Transports

1



To prepare your transports for painting, undercoat them with a black spray-can primer or thinned primer paint. Base coat your vehicles with German Grey (for 1942), or Green Ochre (for 1943).

2



Mix a little white into the German Grey or Green Ochre and highlight the top surfaces and raised details of the vehicles. Dry brushing picks out the transports' details and gives a more realistic impression of light and shadow.

3



Finish off your transport vehicles by painting the tyres and canopy Black and the tracks, if it has any, Gunmetal. See page 27 of the *Flames Of War* book for basing ideas. Your transports are now ready to carry troops or tow guns around the miniature battlefield.

Expert



Your transport vehicles really benefit from a little more work. Dry brushing mud on the wheels, painting gleams on the windows, number plates and decals all add to the models appearance.

Painting Panzers

1



Assemble your tanks using the diagram in the pack. Undercoat them with a black spray-can primer or thinned primer paint. Base coat your tanks in German Grey (for 1942), or Green Ochre (for 1943).

2



Mix a little white into the German Grey or Green Ochre. Dry brush this on the and highlight the top surfaces and raised details of the tank to highlight them. Scale miniatures benefit from accentuating detail in this way that would otherwise be lost to the eye.

3



Paint any camouflage at this stage. See the opposite page for detailed camouflage schemes. Highlight the camouflage with a dry brushed coat of lightened camouflaged colour. Finish off your tanks by painting your tracks Gunmetal.

Expert



To take your Panzer to the expert level you can paint the tyres on the road wheels Black, the tool handles brown and their heads Gunmetal. Paint the tracks with a rusty red brown and highlight with metal. Adding Decals for the numbers and crosses and using some of the advanced techniques shown below gives your tank its final touches.

Highlighting

Once your model has been base coated you can dry brush it to highlight the upper surfaces and raised details.

Place some of your base colour on your mixing palette and lighten the tone of your base colour by mixing in a little white paint.

Wipe your brush on a clean paper towel to remove most of the paint, then lightly drag the brush over the top surfaces, edges and raised detail of your model to lighten.

Repeat this process with an even lighter shade of the base colour, but this time only dry brush the very edges of the detail.



Detailing

Ink Washing: After you have painted your model in the base colour use a very watered down black paint with a tiny drop of dish-washing detergent and apply liberally. The watered down paint will naturally pool into the recesses accentuating the detail.

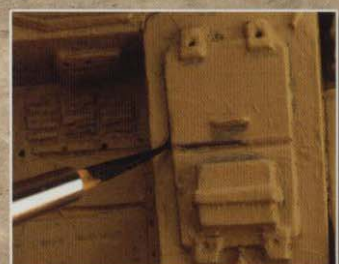
Panel Painting: After you have undercoated your model in black, apply the base colour by painting each panel individually. Carefully painting up to the recessed panel lines and detail, leaving the black undercoat showing through in these areas.

Shadow painting: After you have base coated your model, use some thinned black paint to carefully paint in the recessed panel lines and around any detail you want to make stand out.



Dirt And Mud

Using the same technique as highlighting you can add a dirty effect to your models. Instead of highlighting the top surfaces, dry brush a dirty colour on the bottom surfaces, tyres and anywhere mud and dirt could be thrown during normal battlefield operation.



Early Panzer Grey

German tanks fought in dark grey paint throughout 1942. This colour was designed to blend in with shadows when tanks were parked under trees and beside buildings.



Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Panzer Grey	67	2094	XF63	995	Codex Grey

100%

Camouflaged Panzer Grey



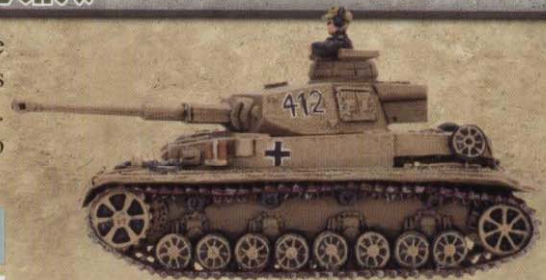
100%

In Russia the Panzers were painted with swatches of camouflage paint. In the summer of 1942, green was common, and brown less so. In winter, white was preferred. Summer 1943 saw dark yellow become the colour of choice in the ripe grain fields of the steppes.

Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
White	34	1768	XF2	951	Skull White

Later Dark Yellow

Although suitable for Europe, Panzer Grey proved less useful in the sparsely populated Soviet Union. From the summer of 1943 it was replaced with a yellow brown called *Dunkelgelb* or dark yellow. Where *Dunkelgelb* was in short supply the tankers used it to camouflage Panzer grey, as above.



100%

Colour	Humbrol Enamel	Model-master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Dark Yellow	83	2095	XF59	914	Bubonic Brown

Camouflaged Dark Yellow



100%

While dark yellow proved a better base colour than dark grey, camouflage still proved valuable. Many tanks were painted with swatches of a camouflage colour to break up their outlines.

Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Olive Green	117	2097	XF58	890	Snot Green
Chocolate Brown	98	2096	XF64	872	Dark Flesh

Three Colour Camouflage

Many units took advantage of the new camouflage paints to create elaborate three-colour camouflage schemes of green and brown on the basic dark yellow. These varied widely from blotches and spots to stripes of all sizes.

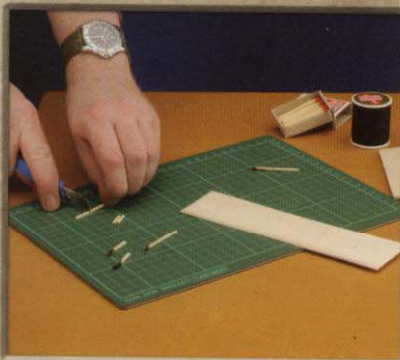
Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Gunmetal	53	1795	X10	863	Boltgun Metal
Rust	170	1735	XF10	875	Scorched Brown
Black	33	1749	XF1	950	Chaos Black



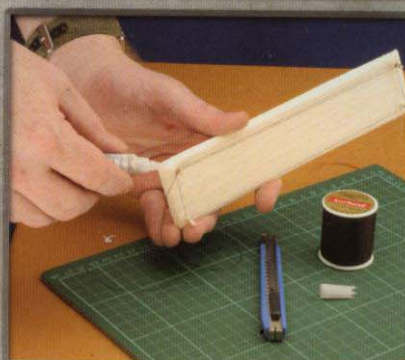
100%

Making Fortifications

Minefields



1 Cut out a piece of balsa wood 8"/20cm by 2"/5cm as the base.



2 Glue 1/3"/8mm lengths cut from matchsticks to the four corners of the base as fence posts to stop friendly troops walking into the minefield.

Glue thread around the fence posts to simulate the fencing wire.

Paint the base with PVA glue and sprinkle with sand or flock.



3 Paint the base to match your terrain.

Paint the fence posts wood brown.

Glue a warning sign to a post or the thread wire.



Trenches



1 Cut a flat "W" shape from a piece of polystyrene 8"/20cm long. Trim the height to 1/3"/8mm if thicker, and bevel the front face.



2 Paint PVA glue on the front slope of the trench and sprinkle with sand or flock.

Take a small piece of modelling clay and roll it out into a thin sausage. Press a knife into it every 1/4"/6mm to create a sandbag effect.

Lay the strips of sandbags to the top of the trench parapet.



3 Paint the front face of the trench piece to match your terrain.

Paint the sandbags in a buff colour and apply a thinned down brown wash.

Paint the back of the trench in an earth colour.

Anti-tank Obstacles



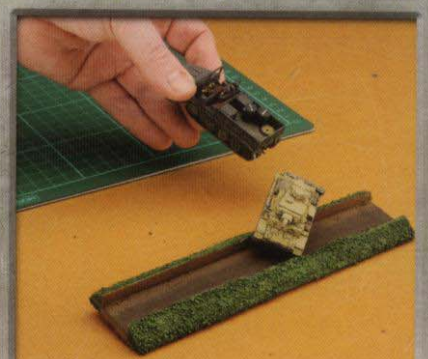
1 Cut two strips of polystyrene 8"/20cm long and 1/4"/6mm tall, bevel the edge

Cut a 8"/20cm by 2"/5cm piece of balsa as a base.



2 Glue the polystyrene to the base.

Paint PVA glue on the slopes of the anti-tank ditch and sprinkle with sand or flock.



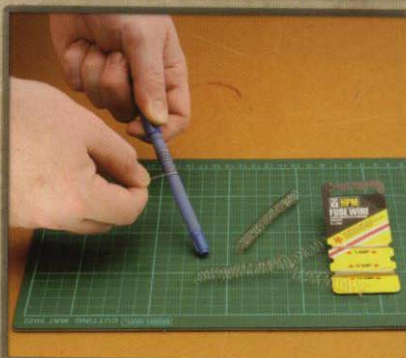
3 Paint the edges of the ditch to match your terrain.

Paint the inside of the ditch in an earth colour.

Model by: Richard Carlisle.



Barbed Wire



1 Wrap fuse wire around a pencil to create a coil of barbed wire.

You can entwine two coils to create a dense entanglement effect.



2 Cut out a piece of balsa wood 8"/20cm by 2"/5cm as the base.

Paint the base with PVA glue and sprinkle with sand or flock.

Glue the coils of wire to the base.



3 If you want more detail you can add short lengths of wire as pickets.

Paint the base to match your terrain.

KURSK

—Operation Zitadelle, July 5, 1943.



The Soviet's well prepared defences include mines, trenches, tank traps and barbed wire.



The Ferdinand is nearly impervious to any Soviet tank.



Panther tanks made their debut fighting at Kursk.



PaK's move up behind the main thrust to defeat any Soviet breakthroughs.



The appearance of the new Tiger tank was dreaded by the Soviets.



German infantry and StuH42's start clearing the trenches.



Flammpanzer III's clear out stubborn defenders.



Showcase



Models by: Richard Carlisle.





Radio-controlled Vehicles



Germany developed remote-controlled demolition carriers as a way of destroying fortifications without risking pioneers' lives. Sitting back at a safe distance, the pioneer guides the demolition carrier towards an enemy bunker, then detonates it, blowing the bunker apart.

There were two types of demolition carriers. The smaller Goliath was controlled by a pioneer on the ground and carried 132lb/60kg of explosives. The larger Borgward B IV was controlled from a tank and carried 1100lb/500kg (yep, that's half a tonne!) of explosives.

Controlling Teams

Every remote-controlled vehicle must have a controlling team, and each controlling team can only control their own remote-controlled vehicle since the control equipment and the carrier must be calibrated to each other before the battle begins. If the controlling team is Destroyed the remote-controlled vehicle is removed as well, since it cannot function without its controller.

Shooting At Demolition Carriers

Demolition carriers have an explosive charge as their main cargo. Re-roll failed Firepower rolls to Destroy demolition carriers when they are hit by ground shooting. Destroyed demolition carriers are removed from play as normal. They do not detonate.

Since they are expendable machines, demolition carriers do not count towards the number of teams in their platoon at all when taking a Platoon Morale Check.

Switching To Remote Control

The controlling team can switch their demolition carrier to remote-control at the start of any turn as long as they are not Pinned Down, Bailed Out, mounted in or on a vehicle, or in a building, and the carrier is in sight and within Command Distance.

If they switch their demolition carrier to remote-control, neither the controlling team nor their demolition carrier can move, shoot, or assault that turn, except as follows.

At the end of the Assault step, move the demolition carrier up to 12"/30cm in a straight line into contact with an enemy team, building, or fortification within line of sight of the controlling team. If the carrier Bogs Down during this movement, it is Destroyed.

The controlling team is not Gone to Ground as the demolition carrier gives their position away.

Defensive Fire

Any platoon that has a team within 2"/5cm of demolition carriers at the end of their movement under remote control may shoot at the carriers

(but not the controlling team and the rest of its platoon) using the normal shooting procedure to attempt to destroy the carriers before they detonate. Demolition carriers are not Infantry teams, so tanks can fire their main guns at them. Demolition carriers under remote control ignore any Bailed Out results as there is no crew to panic.

Detonating A Demolition Carrier

Any demolition carrier under remote control that survives any enemy fire detonates, destroying itself and blasting everything nearby.

Every team at least partly within 2"/5cm of the demolition carrier at the time its explosive charge is detonated is automatically hit and Pinned Down by the explosion.

Demolition carriers have two Anti-tank and Firepower ratings. The first is used against teams adjacent to the demolition carrier when it detonates. The one after the slash is used against other teams within 2"/5cm of the carrier.

- Infantry and Gun teams do not get saves when hit by demolition carriers, however a Firepower roll is still needed to Destroy teams in bulletproof cover.
- Armoured vehicles hit by the explosion use their Top armour rating.
- Unarmoured vehicles hit by the explosion are automatically Destroyed.

GOLIATH

Goliath demolition carriers are pulled on a wheeled trolley by their controlling team until they are switched to remote control. Place the Goliath with the controlling team to indicate its presence, however until it is switched to remote control, it counts as part of the controlling team and cannot be hit by shooting or assaults.

The weight of the Goliath slows the controlling team down. They cannot move more than 4"/10cm in normal movement, but can still move At the Double and make Stormtrooper moves.

BORGWARD B IV

Borgward demolition carriers deploy with their controlling team. They are Tank teams and move as Half-tracked vehicles. They can move At the Double and make Stormtrooper moves with their platoon like any other team.

As Tank teams Borgward B IV carriers can be targetted separately from their controlling tanks using the Gun Tanks rule.

Demolition carriers cannot fight in an assault, but can be assaulted and destroyed as normal.



Operation Zitadelle, July 5, 1943

Journal Excerpts from the Diary of Oberleutnant Hans Beck, Company Commander,
Panzer Grenadier Regiment 'Grossdeutschland'

Sonnabend 3. Juli, 1943
At last!

Had Schnapps with Fritz last night. He's operations officer at division HQ now, so really well connected. Good Schnapps for them, none of the cheap vodka we frontschwein swill. He says the big attack begins on Montag. I didn't realise quite how big it will be! According to Fritz tomorrow we attack with five Panzerdivisionen and three SS-Panzer Grenadierdivisionen, with another six attacking with Ninth Army in the northern sector. Our job is to cover the left flank of the SS as they head for Prokhorovka, then take Oboyan and link up with Ninth Army coming south. Meanwhile the SS destroy the Russian reserves.

Sounds simple when he puts it like that. Only the entire 6th Guards Army and endless minefields to fight through and we're there!

Honestly though, I think it will be a hard fight, but we're up to strength and the Russkis have never stood up to a determined attack yet. We will do it.

Emil, my runner has just come in. Time to report in for orders.

Sonntag 4. Juli, 1943

I hate this waiting. In about half an hour we attack to secure tomorrow's jump-off positions.

Montag 5. Juli, 1943

Gott in Himmel! What a mess! Nothing unusual in that, but today has been bad luck and then more bad luck, first it rains. No summer shower, no it buckets down soaking everybody. Then, just before kickoff at 05:00 Ivan gave us everything he had. Big guns, small guns, Stalin's Organs, endless bombing raids. Yesterday's attack gave him all the warning he needed!

That didn't stop us though. The artillery fired on time and the Stukas screamed down on Ivan's guns. We took the first trenches easily. The Russkis are just no match for us. They fight bravely, but they don't push on when they have an advantage. They stop and look for orders. That is when we turn the tables and it's all over for them.

By midday we were across the Butovo ravine, despite thick minefields and dense barbed wire, but the rain made the ravine so muddy that only a few tanks managed to cross it and join us.

Lots of tanks blown up on mines and heavy bombing raids on the crossing point. I'm grateful I'm not a tank commander!

We attacked the Cherkasskoye stronghold with the few tanks we had. Captured it and a whole battery of guns! The new Panther tanks certainly deal to Ivan's tanks when they don't break down.

Ivan's mortaring us at the moment so it won't be a quiet night.

Mittwoch 7. Juli, 1943

At last the fighting has paused. The last couple of days have been frantic. No time to eat, let alone write! We are in Gremuchy now. Emil's just brought me a crust of black bread, some Wurst sausage, and a cold cup of Kaffee. Luxury!

The fighting for Systevo and Gremuchy has been the heaviest I've ever seen! I lost Schumacher today. He was wounded leading his platoon into Gremuchy. I'd rather have lost anyone else. He was the last of the old hands. The new ones look so young and have so little experience.

The Russkis have been burying tanks up to the turret as pillboxes and throwing masses of up to 30 tanks at us for days now. Our tanks must have destroyed hundreds so far.

Freitag 9. Juli, 1943

Sleep! That is what I need now. Yesterday we attacked Verkhopenye. We couldn't get near the place, the Russian counterattacks were so strong. At one point I saw 40 American-made tanks charge the Panzers. They didn't get far!

Today we tried to go round it. Where is Ivan getting all of his tanks from! Every hill and town is held by infantry, mines and guns. Every move is met with massed tank attacks. My company has lost nearly 50 men so far. It's the casualties amongst the leaders that's most worrying.



Montag 12. Juli, 1943

Saw Fritz at an orders group today. Things don't sound good in the north. The Ninth Army is totally stalled. Ivan's launched a massive attack against Second Panzer Army, and Ninth Army's pulling divisions out of the attack to help them.

We had even heavier Russian attacks today. We are still trying to take Verkhopenye, but all our attacks were called off as we needed everything to stop Ivan. We smashed every attack though.

Dienstag 13. Juli, 1943

Saw Fritz again today. Good news! The SS Panzerkorps destroyed Ivan's reserves, a Guards Tank Army, in a massive battle near Prokhorovka, east of here. Reports say that nearly a thousand tanks were involved! Hundreds of Russian tanks are still burning. The SS lost over fifty tanks. It must have been a hell of a battle. It was hot enough over here. More endless Russian counterattacks from Tolstoye Woods all day.

Freitag 16. Juli, 1943

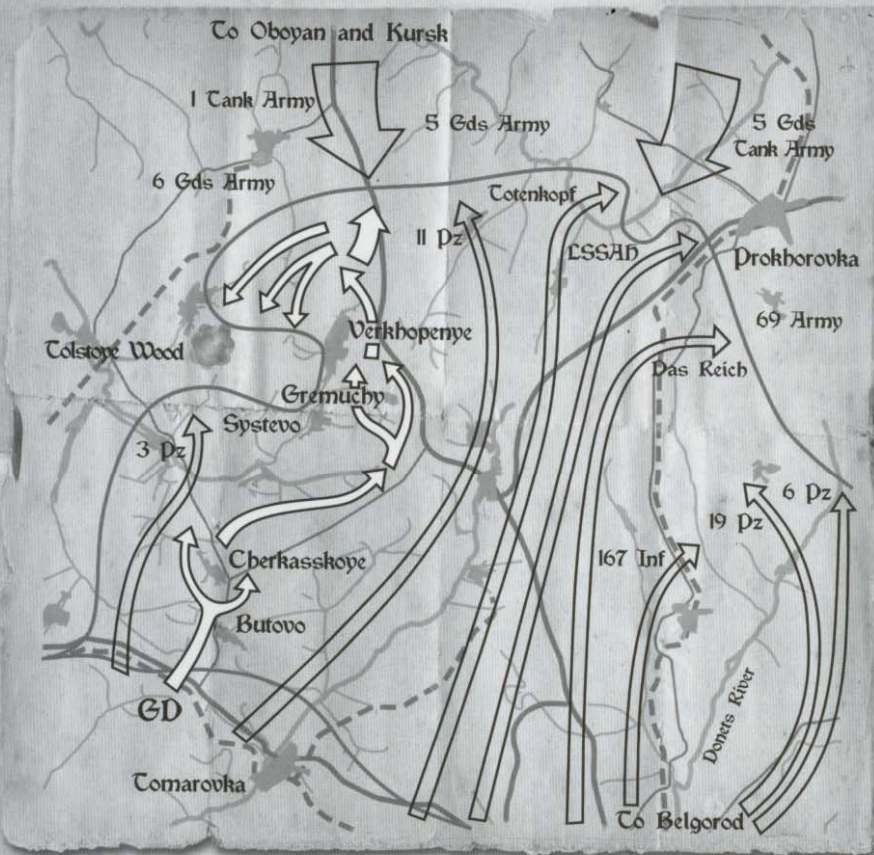
I'm totally done in. We've been fighting for two weeks! The Russians just don't stop coming. We've been launching counterattacks to improve our position, but we're not making any headway. Tomorrow or the next day we'll be making the next big push with the SS. The attack in the north has been called off, so it's all up to us. I think we'll make it. The Soviets can't have much left after the pounding they've been taking.

Sonntag 18. Juli, 1943

A break at last. The attack was called off at the last moment yesterday and we pulled back to our start line. What are the Generals thinking! We had the Russians beaten. What a waste of good soldiers to just throw it all away. Ivan can't have had much left. I think our great leader may end up regretting this!

I hear the SS are being sent to sunny Italy to hold the Italians' hands. Lucky for some. It looks like we'll have to do all the real work.

Hunted up Fritz to find out what's going on. Apparently Ivan's broken through Second Panzer Army. We're being rushed over to save the day again. Wouldn't it have been better to just make the attack and cut the Soviet thrust off?



Zitadelle Opposition

Initial German Attacks

The initial battles were fought against the rifle divisions holding the Soviet front line. These were well supported by tank brigades and anti-tank artillery regiments and dug-in in heavily fortified positions behind extensive minefields and anti-tank obstacles.

The defenders in this phase of the fighting are best represented by a Strelkovaya Bataljon. Many of the tanks in this phase of the fighting were lend-lease. M3M Lee tanks and Mark IV Churchill heavy tanks outnumbered Soviet-made KV heavy tanks. In several cases units equipped with T-34 tanks were ordered to dig their tanks into tank scrapes as immobile pillbox lines rather than fight a mobile battle against superior German tanks.

Soviet Counterattacks

Once the German attack had penetrated the first line, the opposition changed. Minefields became less dense, although the Soviets were laying new minefields in the path of the attack all of the time. In place of fortified infantry lines, the defenders switched to massed tank attacks with the tank corps. Most of these were equipped with Soviet equipment. Almost two-thirds of the tanks were T-34 medium tanks, but the remainder were mostly T-70 light tanks.

The defenders in this phase are best represented with Tankovy Batalon or a Motostrelkovy Batalon. Soviet air support, which had initially been light, picked up considerably.



Fortifications



The bold strokes of a Blitzkrieg advance deep into the disorganised enemy's hinterland are thrilling and every General's dream, but the defenders will fight desperate rearguard actions and supplies run low or the weather changes for the worse, slowing the advance and buying time for the defenders. The defence hardens. Both sides dig trenches, string barbed wire, and lay mines. A period of quiet sets in whilst both sides build up for the next attack.

Under cover of immense artillery bombardments, pioneers creep forward to clear paths through the mines and wire ahead. Once cleared the troops leading the assault dash through the gaps, seeking to smash a hole right through the enemy defences, opening the way once more for sweeping advances and mobile warfare.

Minefields

Mines are a new hazard for soldiers in the Second World War. Minefields spring up around every defensive position whenever trench warfare sets in, making no-man's land a veritable devil's garden.

Once laid, mines become a deadly trap for tanks and infantry alike. At any moment an attacker crossing a minefield could trigger a mine and be blown sky high. It takes nerves of steel to walk or drive through a minefield and very steady hands to clear one.

CROSSING MINEFIELDS

Although it is dangerous, desperation or callousness sometimes lead commanders to order their men to cross a minefield.

A platoon attempting to enter one or more minefields must make a Motivation test before moving.

- If they fail the Motivation test, they move to the edge of the first minefield and stop facing towards the minefield, and cannot move or assault further this turn.
- If they pass the test they move as normal across the minefields.

Roll a Skill test for each team that enters a minefield.

- If the team passes the Skill test, they are unharmed.
- If they fail the Skill test they take a hit from exploding mines.

Roll a save for each team hit by mines. An Infantry team survives on a roll of 3+, but is Destroyed otherwise. Gun teams survive on a roll of 5+. Unarmoured vehicles that are hit by mines are Destroyed.

Treat hits on armoured vehicles as a hit on the Top armour by a gun with an Anti-tank rating of 5 and a Firepower rating of 1+.

If the team survives the hit, they have crossed the minefield with the rest of the platoon, but cannot move further this turn. Move the team back to where they exited the minefield. The platoon is now Pinned Down at the end of their movement.

If a team enters more than one minefield in a turn, roll a Skill test for each one.

Passengers

Any passengers carried in a vehicle Destroyed by mines roll a 5+ save. If they pass the save, they are placed adjacent to their vehicle having survived crossing the minefield.

At The Double

Troops moving At the Double may not enter a minefield.



KOMISSARS AND MINEFIELDS

If a Soviet company containing a Komissar fails its Motivation test to move into a minefield, you may immediately destroy any other Infantry or Gun team in the company within 2"/5cm of the Komissar team and re-roll the Motivation test as per the Komissar rule in the *Flames Of War* rulebook or *Stalingrad*.

If you roll a 1 for the new Motivation test, the soldiers revolt against the Komissar and shoot him in turn! In this case, the Komissar team is Destroyed as well.

MINE CLEARING

While it is always possible to simply ignore a minefield and take the resulting casualties, it is often more effective to clear gaps in a minefield before attempting to cross. This hazardous task can be performed by infantry if necessary, but is best left to trained pioneers.

Pioneers are specialists at mine clearing and other combat engineering tasks. Equipped with long probes, the latest electronic mine detectors, or even sniffer dogs, they work their way forward checking every inch of ground for hidden mines. As they find them, following pioneers disarm them and move them to the side of the gap. Without such sophisticated equipment, infantry use their bayonets to probe for mines, a slow and painstaking process. Teams that start their turn adjacent to a minefield, are In Command, and are not Pinned Down can attempt to clear the minefield. The team cannot move in the Movement step, nor shoot in the Shooting step while clearing the minefield, although they do count as moving and cannot claim to be concealed in the open or Gone to Ground.

In the Assault step, roll a Skill test for each team instead of assaulting.

- If they pass the test, they have cleared a lane through the minefield adjacent to the team. The lane is cleared at the end of the Assault step after all assaults and other movement are completed.
- If they fail the Skill test, the team accidentally detonated a mine. The team must pass a 3+ save or be Destroyed. The whole platoon is now Pinned Down.

Due to their lack of training, infantry teams that are not Pioneer teams must re-roll successful Skill tests to clear a lane through the minefield.

If more than one team is attempting to clear the same minefield, they must all roll their Skill tests, even if the first one succeeds in clearing the minefield.

Demolition Carriers

If all else fails, one can always attempt to simply blow the mines up!

If a demolition carrier detonates in a minefield (either deliberately, or because it hits a mine), the owning player rolls a die. If the score equals or exceeds the carrier's second Firepower rating, the explosive blast gaps the minefield.

Gapped Minefields

A gapped minefield counts as Difficult Going since vehicles must slow down to pass through the narrow cleared lanes. Even the best pioneers make mistakes, and Bogged Down tanks in the crossing represent damage and delays from missed mines and troops straying off the cleared path.

If a vehicle stops in the gap (if it is destroyed, bailed out or bogged down), the gap is unusable until the vehicle is fixed or towed clear.

Show a gap in a minefield as pioneers do by using white or red thread to mark the boundaries of the 2"/5cm-wide lane. If there is no thread available remove the entire minefield instead.

Behelfs-Schützenmine S.150 Anti-personnel Mine - Known as the 'Pot Mine' or 'Mustard Pot', the S.150 uses a chemical reaction to ignite a charge of powdered Picric acid.



MINEFIELDS AT A GLANCE

Crossing Minefields

1. Pass a Motivation test to cross minefields.
2. Teams must pass Skill test to avoid mines.
3. Teams hit by mines stop at exit and roll saves. Platoons hit by mines are Pinned Down.

Saves

- Infantry save on 3+.
- Guns save on 5+.
- Transports are automatically Destroyed.

Clearing Minefields

1. Teams must pass Skill tests to gap minefield (re-roll successes if not a pioneer team).
3. Teams failing to gap minefield are hit and roll saves. Platoons hit by mines are Pinned Down.

- Tanks are hit on their Top armour by a gun with Anti-tank 5 and Firepower 1+.

MINE LAYING

Normally minefields are laid as part of a fortified defensive position, well before the battle begins. However, pioneers can lay hasty mine obstacles in front of an advancing enemy or to consolidate a freshly captured position.

To lay a minefield takes at least one Pioneer team and a Pioneer Supply Vehicle. The Pioneer teams and supply vehicle must not be Pinned Down and must be In Command to lay the minefield. The pioneers cannot move in the Movement step or shoot in the Shooting step while laying mines, although they do count as moving and cannot claim to be concealed in the open or Gone to Ground.

In the Assault step, instead of assaulting, roll a Skill test for each Pioneer team. Place a die with the pioneers showing the number of successful Skill tests. If at the end of any Assault step, the number of successful Skill tests in this and previous turns is 6 or more, place a single minefield 8"/20cm long by 2"/5cm deep adjacent to all of the teams and remove the Pioneer Supply Vehicle.



The unofficial divisional symbol of the 24th Panzer Division.

Anti-tank Obstacles

Anti-tank obstacles have been around almost as long as the tanks they are designed to stop. They usually take the form of a wide and deep ditch, although in some cases they are rows of steel or concrete 'dragons teeth' or a thick and high concrete wall.

Crossing Anti-tank Obstacles

Anti-tank ditches and barricades are a serious obstacle to tanks. They are impassable to all vehicles, cavalry, and wheeled gun teams.

Anti-tank obstacles provide concealment and bulletproof cover for infantry teams in them.

Anti-tank ditches are Difficult Going to troops on foot. They are so deep that troops cannot shoot while in them.

Gapping Anti-tank Obstacles

Pioneer teams can gap anti-tank obstacles. To work on a gap, a Pioneer team must start the turn adjacent to the obstacle, be In Command, and not be Pinned Down. The team does not move during the Movement step, nor shoot during the Shooting step, although they do count as moving and cannot claim to be concealed in the open or Gone to Ground. The pioneers must also have a Pioneer Supply Vehicle In Command to provide the necessary explosives and tools.

In the Assault step, roll a Skill test for each team instead of assaulting. Place a die beside the obstacle showing the number of successful Skill tests. If at the end of the Assault step the total number of successful Skill tests in this and previous turns is 6 or more, they have gapped the obstacle. Mark a 2"/5cm wide gap with thread or string. If there is no thread available remove the entire obstacle instead.

A gap in an anti-tank obstacle is Difficult Going. If a vehicle stops in the gap (if it is destroyed, bailed out or bogged down), the gap is unusable until the vehicle is fixed or towed clear.



IWM HU27741

Infantry assaulting fortifications use wire cutters to cut through barbed wire entanglements.

ANTI-TANK OBSTACLES AT A GLANCE

Crossing Anti-tank Obstacles

- Impassable to:
- Vehicles.
 - Cavalry.
 - Wheeled guns.
- Difficult going to:
- Troops on foot.

Gapping Anti-tank Obstacles

- Must have a Pioneer Supply Vehicle.
- Pioneer teams take Skill tests to gap obstacle.
- Six successful Skill tests create a gap.

Barbed Wire Entanglements

Barbed wire entanglements are dense masses of coiled and strung wire capable of stopping anything short of a tank, and even one of those at times.

Crossing Barbed Wire Entanglements

Barbed wire is a major impediment to infantry and tends to tangle the wheels and tracks of vehicles. Barbed wire entanglements are Difficult Going for fully-tracked vehicles, Very Difficult Going but passable for half-tracked vehicles, and Impassable to wheeled vehicles and wheeled gun teams. Vehicles must move directly across barbed wire. They may not travel along a barbed wire entanglement.

Although intact barbed wire entanglements are virtually impassable to infantry, the preliminary bombardment preceding any assault will create gaps which the troops can exploit using wire cutters and bangalore torpedo explosives.

To cross a barbed wire entanglement, teams on foot must start their movement adjacent to it. Each team must take a Skill test to cross the wire. If they pass the test, they move as normal. If they fail, they cannot move.

Gapping Barbed Wire Entanglements

An infantry team that starts its turn adjacent to a barbed wire entanglement, is in Command and not pinned Down can attempt to gap it. The team cannot move in the Movement Step, nor shoot in the Shooting Step, although they do count as moving and cannot claim to be Concealed or Gone to Ground.

In the Assault Step, roll a Skill test for the team instead of assaulting. If they pass the test, they create a 2"/5cm wide gap in the wire at the end of the Assault step.

Pioneer teams have access to more and better equipment allowing them to re-roll failed Skill tests when attempting to gap barbed wire entanglements.

Any vehicle successfully passing through barbed wire entanglements creates a 2"/5cm wide gap through it.

Demolition Carriers

Demolition charges and remote-controlled demolition vehicles can be used to breach barbed wire entanglements.

If a player moves an explosive mine-clearing device such as the Goliath and Borgward BIV demolition carriers adjacent to a barbed wire entanglement and detonates it, they roll a die. If the score is at least equal to the device's first Firepower rating, the explosive blast blows a 2"/5cm wide gap in the barbed wire entanglement.

BARBED WIRE ENTANGLEMENTS AT A GLANCE

Crossing Barbed Wire Entanglements

- | | |
|--------------------------|---------------------------|
| Difficult going to: | - Fully-tracked vehicles. |
| Very difficult going to: | - Half-tracked vehicles. |
| Impassable to: | - Wheeled vehicles. |
| | - Cavalry. |
| | - Wheeled guns. |

Teams on foot must start adjacent to wire and pass a Skill test to cross.

Gapping Barbed Wire Entanglements

- Teams take Skill test to gap (Pioneers re-roll failed Skill tests.)
- Vehicles create gaps if they cross.

...Rzhev, 1942...

'Quick and quiet!' Feldwebel Wirsching hisses in the dark. He dashes across the open ground. The shell hole engulfs him like a shadow eating a shadow. Dietl, Oesterwirtz and Hoste quickly follow. Suddenly, a Russian flare turns night into day. The Germans freeze, eyes wide, scanning for movement.

The Russian forward trench is quiet. Wirsching's men hear muffled conversations. 'The Popov's are still in their bunkers,' Dietl whispers as he flicks down the bipod of his machine gun. Hoste feeds the ammunition belt into the breech of the gun. Dietl leaves the breech partially open, the sound of metal on metal carries a long way at night.

The eastern sky begins to turn pink. 'Look', Oesterwirtz says, pointing back towards their lines. The others risk a quick glance. They see dozens of men crawling forward.

'Our assault troops,' Dietl mutters nervously. 'About time they showed up!'

'Watch the Ivans!' Wirsching snaps.

Suddenly, they hear a shout. Figures burst out of the bunkers and into the trench. Dietl slams the breech closed and pulls the trigger. The machine gun barks. The ammunition belt flashes through Hoste's hands.

The German heavy guns open fire, shaking the ground. With a yell, the crawling men rear up and charge. Russian machine guns rattle. Wirsching hurls a grenade into the Russian trench. A fountain of earth explodes upwards.

Guns blazing, the assault units rush forward. 'Come on!' Wirsching yells, leaping from the shell hole. Dietl hefts the machine gun, scrambling to his feet. Oesterwirtz and Hoste surge forward, firing into the smoking Russian trench.

Trench Works

ENTRENCHMENTS

The entrenchments created using the Digging In rules on page 47 of the *Flames Of War* rulebook represent shallow shell scrapes and slit trenches rather than more permanent works. These entrenchments provide bulletproof cover for their occupants, but do not provide concealment. At the same time, they do not compromise any other concealment their occupants may be taking advantage of, such as stationary infantry being concealed in folds in the ground and long grass while in their entrenchments.

A team that moves loses the benefits of its entrenchment. If it returns to its positions by the end of the turn, it may reoccupy them. Any entrenchments that are unoccupied at the end of the turn are removed.

Enemy troops or troops returning to the position in later turns require time to locate any old entrenchments and if necessary adjust them to suit the new tactical situation. They do this in the same manner as digging new entrenchments.

TRENCH LINES

Trench lines are continuous trenches or well laid out defensive positions that allow defenders to move from firing position to firing position or to counterattack without exposing themselves. The enormous amount of work required to dig such trenches prevents them from being dug during a game.

Only troops on foot can enter trench lines. Troops spending their entire turn in a trench line are concealed.

Troops ending their move in a trench line are in bulletproof cover. Because trenches are dug in a zigzag pattern, the bulletproof cover even applies when shot at by troops in the same section of trench line.

Crossing trench lines is Difficult Going for fully-tracked vehicles, Very Difficult Going but passable for half-tracked vehicles, and Impassable to wheeled vehicles and wheeled guns. Troops on foot find trench lines Difficult Going to cross or enter, but Easy Going if they start their movement within it.

GUN PITS

Entrenching a gun normally only entails digging slit trenches for the crew and a small ammunition supply. The piece itself is still standing tall and unprotected in the open.

A gun pit is an entrenchment big enough to take an entire gun, crew, and ammunition supply. A gun pit cannot be dug during a game. It provides concealment and bulletproof cover for the gun. A Gun team in a gun pit gains a 3+ save from shooting instead of its normal 5+ save.

Once placed in a gun pit, the weapon cannot rotate outside its original field of fire. The crew can attempt to manhandle the gun out of the pit. Count the gun pit as Difficult Going.

TANK PITS

A tank pit involves digging a big hole and driving a tank into it so that only the turret is visible. A tank pit cannot be dug during a game.

A tank in a tank pit is concealed, but cannot move. If the tank fails its Armour Save, you may roll a 4+ tank pit save.

IWM HU5165



Infantry in well-dug trenches have little to fear from enemy fire.



Mission Special Rules



The nature of trench warfare requires some special rules to capture the full flavour of these battles.

FORTIFICATIONS

The defining feature of trench warfare is the extensive fortifications that protect the defenders. In most cases one or more continuous lines of trenches span the entire front, covered by barbed wire entanglements, minefields and anti-tank ditches.

All fortifications in *Flames Of War* have a base dimension of 8"/20cm wide by 2"/5cm deep.

Basic Fortifications

For each Combat Platoon from an Infantry or Mechanised Infantry Company, and each Weapons Platoon that contains only Infantry and Transport teams, the defending player may place:

- four trench lines or two barbed wire entanglements if the platoon is deployed on the table, or
- one trench line if it is held in reserve.

For every other platoon deployed on table that contains Infantry or Gun teams, the defending player may place:

- one trench line.

Any gun teams deployed on the table may be in gun pits and any tank teams deployed on the table may be in tank pits.

Any platoon in the force containing Pioneer teams may replace up to four trench lines with a barbed wire entanglement each, or replace four trench lines with one minefield.

Additional Fortifications

In addition at the start of the game, while deploying the defending player may place fortifications worth up to an additional 15 points per foot or 50 points per metre of table width for free.

Table width	Fortifications
4'/120cm	60 points
5'/150cm	75 points
6'/180cm	90 points

The points values of fortifications are as follows:

• Trench lines	1 point
• Barbed wire entanglements	2 points
• Minefields	5 points
• Anti-tank obstacles	15 points

PRELIMINARY BOMBARDMENT

Before a major attack the defender is usually subjected to an intense bombardment from every heavy gun and bomber available, sometimes even from battleships if the battle is near the coast. This preliminary bombardment pins the enemy down and hopefully, destroys some of the defenders before the battle begins.

To conduct a preliminary bombardment, the attacking player works through the defending platoons deployed on the table one at a time. The attacker rolls a die for each team in the platoon. For each roll of 4+ the defending platoon takes a hit on a team in the platoon chosen by the defender (as always, hits must be distributed evenly).

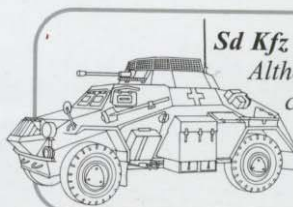
The defender then rolls a save for each infantry or gun team that was hit. Guns in gun pits use their 3+ Gun Pit save, rather than their normal 5+ save. Any team that fails its save is removed from the game. Unarmoured vehicles do not have any save due to the intensity of the bombardment.

The defender gets an Armour Save roll for armoured vehicles. The Anti-tank rating of the heavy guns firing the bombardment is 6, so if the die roll plus the vehicle's Top armour class is 5 or less, the vehicle is removed from the game. On a higher roll, the vehicle is unharmed, but Bailed Out. Tanks in tank pits roll their extra 4+ Tank Pit save if they fail their normal Armour Save.

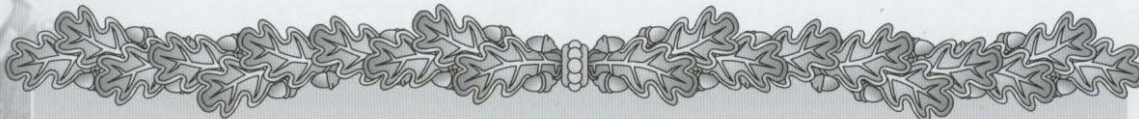
To reflect the mind-numbing fury of the bombardment, all defending platoons on the table start the game Pinned Down and all defending armoured vehicles on the table start the game Bailed Out.

Defending teams may not start the game mounted in their transport vehicles or on tanks, and as normal, may not mount up Bailed Out transport vehicles or tanks until the crew have remounted.

Company Command teams and Warrior teams are hardened veterans and always survive a preliminary bombardment, so do not roll to hit them.



Sd Kfz 222 Light Scout Car - Although armed with a 2cm cannon, this light scout car is better used for reconnaissance than fighting.



TACTICAL TIP

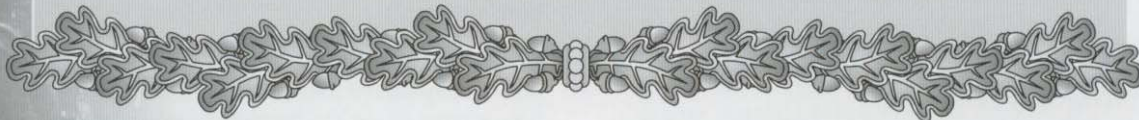
Setting up a good fortified defence takes practice. Two very important things to bear in mind are that minefields, anti-tank ditches, and barbed wire can only delay the enemy, never stop them completely, and that it's dangerous to leave gaps in your defences. As with all tactical problems, the first step is to look at the battlefield, study the terrain and formulate a plan. Study the situation from the enemy side of the table. Work out the best attack routes given the terrain and the objectives, then decide how you are going to deny them to the enemy!



The most obvious, but not necessarily the most effective way of denying an attack route to the enemy is passive defence. If you build lots of obstacles to block the route off, your opponent will have to spend a lot of time and energy to force their way through. To be worthwhile, your obstacles must be continuous and covered by fire, otherwise enemy pioneers and infantry will quickly clear gaps allowing them to move through your carefully laid defences at will.

The second way of denying a route to the enemy is to funnel their attack into a killing ground. To do this you leave a weakness in your obstacles to tempt the enemy to use that route, but then you mass enough firepower covering the weakness to destroy any enemy attempting to exploit it. It takes cunning and practice to make the trap both enticing and deadly. A combination of both methods is usually the best. Whatever you do, though, you need to think about an active defence as well. What will you do if the enemy breaks through your defences? What troops can you counterattack with, and what route will they use to get into position without coming under enemy fire?

Finally, remember that most important military maxim: 'No plan survives contact with the enemy.' Once the battle begins, it will all come down to your tactical skill on the battlefield.



DELAYED RESERVES

It is unsafe to hold reserves too close to the front line during trench warfare. Long-range bombardments and harassing fire cause unnecessary casualties and sap their readiness for battle. Unfortunately, this means that reserves frequently take longer to arrive.

The Delayed Reserves special rule works the same as the normal Reserves special rule on page 157 of the *Flames Of War* rulebook with one exception. The player does not start rolling for their reserves until turn *four* in which they get one die. This increases by one die per turn as normal, so on turn five they roll two dice and on turn six, three.

MAIN EFFORT

The battle is the focus of the attacker's entire strategic plan. Every effort is being made to ensure that the ground forces are victorious. The air force is attacking enemy airfields and flying extra fighter patrols.

The defending player adds +1 to the score required to get air support, so Priority air support only arrives on a roll of 5+, Limited air support arrives on a roll of 6, and Sporadic air support never gets through.

THE BIG PUSH MISSIONS IN TOURNAMENTS

Any player may elect to play The Big Push mission as the defender any time that they would normally be required to play the Hold The Line mission. If the player elects to do this, they must provide any fortifications that they will need. The player must also have a copy of this Intelligence Handbook with them, and before the game, they must allow their opponent to read the Fortifications rule and The Big Push mission and special rules.

If both players elect to play The Big Push, then a player with an Infantry Company will defend against a player with a Mechanised Infantry Company or a Tank Company, and a player with a Mechanised Infantry Company will defend against a player with a Tank Company. If both players have the same type of company, they roll a die and the higher scoring chooses to attack or defend.



The Big Push

The Big Push mission uses the **Delayed Reserves, Preliminary Bombardment, Prepared Positions, Fortifications, and Main Effort** special rules.

Note: the Ambush special rules do not apply in this mission.

The Big Push mission is typical of the great battles to break through the fortified positions in the battles of Kursk and El Alamein.

SITUATION REPORT

Attacker

After months of static trench warfare the time has come for the big battle. Your force has been ordered to break through the fortified enemy positions, opening the way for following forces to encircle and destroy the enemy.

Defender

The front has been locked in trench warfare for months, but that looks set to end. The enemy is making a big push to break through your positions. You must hold at all costs to avoid your entire army being out flanked.

YOUR ORDERS

Attacker

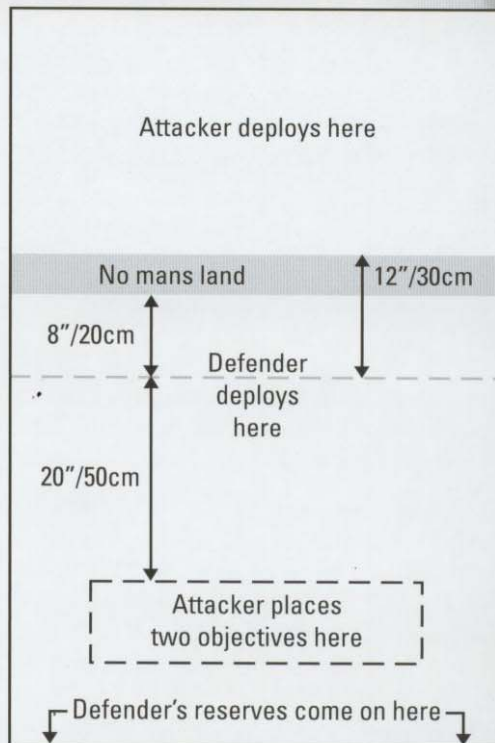
You must fight through the enemy fortifications and capture one of the objective points.

Defender

Your goal is to hold both objectives and drive the enemy back out of your positions.

PREPARING FOR BATTLE

1. The defending player chooses which short table end they will deploy in.
2. The attacking player places two objectives in the defender's end of the table. The objective points must be at least 20"/50cm back from the centre line of the battlefield and at least 8"/20cm from the table edges.
3. Next, the defender places the fortifications they have selected up to 8"/20cm into the attacker's half of the table.
4. The defending player must hold at least half of their platoons in reserve at the start of the game. The remaining platoons are now deployed up to 8"/20cm into the attacking player's half of the table.
5. The attacking player deploys their entire force at least 12"/30cm back from the table's centre line. Pioneer teams may be deployed 8"/20cm from the centre line, but not within 4"/10cm of any defending team.
6. Both players now place their Company Command teams in their deployment areas, starting with the defending player.



Beginning The Battle

1. The attacking player conducts a Preliminary Bombardment on the defender's forces.
2. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when:

- the attacker starts any turn holding either of the objectives, or
- no attacking teams are in the defender's half of the table at the start of any of the defender's turns after turn 6.

DECIDING WHO WON

The attacker wins if they hold either of the objectives. The attack has broken through the enemy fortifications allowing a mobile battle to commence.

The defender wins if they still hold both objectives at the end of the game. The trench line has held and the enemy have been beaten off.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3





Warriors In Flames Of War



Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

Flames Of War recognises these heroes and their contribution by representing them as Warrior teams with their own special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.

Company Command Teams

A Warrior team that is a Company Command team must be assigned to a company before deployment, replacing the normal Company Command team which is removed from play. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the rules.

Higher Command Teams

Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

If the Higher Command team is not Pinned Down, any platoon whose command team is within 6"/15cm re-rolls failed platoon Motivation checks. The Higher Command team does not re-roll failed Company Morale Checks.

A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check, the Higher Command team may take the Motivation test, whether or not the Company Command team is present.

Higher Command teams deploy at the same time as Company Command teams. They deploy with any platoon already deployed.

...Kursk, 1943...

The bombed out village looks deceptively quiet. 'Is it a trap?' he wonders. Suddenly, machine-guns and rifles open up from trenches and cellars in the village. The advancing Panzergrenadiers scramble for cover. From shell holes and shattered walls, they fire back.

Major Otto-Ernst Remer dives into a ditch as bullets crack and whip past. Something hot slashing his leg as he drops. Wincing, he glances up as Leutnant Becker slithers down beside him. 'The village's full of Popovs,' Becker reports. 'One, maybe two companies.' He flinches as a grenade detonates close by.

Remer flashes a roguish grin. 'They're dug in,' he smiles. 'We'll just have to dig 'em out! Come on!' Gritting his teeth against the stabbing pain in his leg, he crouches, cocking his Soviet-made PPSH-41 submachine-gun. Remer sprints across the open ground to the nearest house. His men fire at the windows as he kicks the door in. Diving and rolling, he snaps off a shot. The Russian lunging at him staggers and falls.

As Becker and a squad of Panzergrenadiers burst into the house behind him, Remer smashes planks off the back wall. He risks a quick look through the hole. Glancing back at Becker, 'Machine-gun nest,' he remarks with a gesture of his hand. Becker hands him a grenade. Remer tugs the arming cord and flicks the grenade through the hole. They hear a yell of surprise and then the explosion shakes the house.

Remer wriggles through the hole into the smoldering Russian gun pit. From this new vantage he can see more of his men forcing their way into the village. Becker brings up another squad, feeding them through the captured house into Remer's position. With hand gestures, Remer motions to the squad across the street. With Remer leading, the grenadiers file along either side of the street, every man watching the buildings opposite.

A shot comes from a window. Instantly, everyone crouches and returns fire, riddling the window and wall with bullets. Remer leads them forward again to a corner. Bullets crack and whine past them. Remer flicks a grenade around the corner. It detonates with a thud and flash of flame. Grabbing his entrenching tool, he leads his men forward in a rush.

The shocked Russians scarcely react as the Panzergrenadiers smash into them. Remer shoots a man and slashes at another, knocking him to the ground. A rifle butt catches him under the chin. He staggers backwards. Even as he falls, his men swamp the last defenders.

Becker helps Remer to his feet. 'Herr Major, are you all right?' he asks worriedly. Remer spits and wipes blood from his mouth. 'Bit my lip,' he says with a grin. 'Have we got them all yet?'

Generalmajor Otto-Ernst Remer

Hauptmann Otto-Ernst Remer already held the German Cross in Gold when he joined the elite *Grossdeutschland* division in April 1942. Initially he commanded *IV. Bataillon, Grenadierregiment Grossdeutschland*, the heavy weapons battalion of the division's senior regiment.

Regarded as a dashing and competent leader, Remer was given the prestigious command of the elite armoured infantry of *I. Bataillon* in December. His first task was to rebuild his devastated battalion after the brutal winter battles in the Lutchessa Valley. Remer's first battle with his new command was Kharkov in May 1943. He was awarded the Knight's Cross and promoted to *Major* for the leadership he displayed. Typically, he credited the award to the bravery and skill of his men.

Remer went on to lead his battalion through the Battle of Kursk, winning new respect for both him and his men in the process. *I. Bataillon* was always in the forefront of attacks, with Remer at their head earning the Close Combat Clasp in Silver for 48 assaults, and the Wound Badge in Silver for eight wounds in combat. In November Remer was awarded the Oak Leaves for his Knight's Cross, the 325th German soldier to receive this coveted award, for 'outstanding accomplishments as a commander' during the summer months.

In March 1944, Remer was transferred to the highly sought after post commanding *Wachbataillon Berlin*, the battalion responsible for guarding the German capital. He was instrumental in foiling the coup attempt following the July 20 plot on Hitler's life. Hitler's gratitude resulted in an immediate promotion to *Oberst* and command of the *Führerbegleitbrigade*, a new formation formed from Hitler's military escort.



Under Remer, the *Führerbegleitbrigade* acquitted itself well during the unsuccessful Battle of the Bulge in December 1944. When his brigade was expanded into the *Führerbegleitdivision*, Remer was promoted again, this time to *Generalmajor*. At 32, he was the youngest German General of the war.

Fighting to the last days, Remer ended the war in an American POW camp after escaping the advancing Russian armies.

CHARACTERISTICS

Remer is a Warrior and a Higher Command team rated as Fearless Veteran.

He is armed with a Russian PPSH-41 SMG and a sharpened entrenching tool with the following ratings:

Range: 4"/10cm, **ROF:** 3, **Anti-tank:** 1, **Firepower:** 6. As an SMG team, Remer has full ROF when moving.

Remer can join any Panzergrenadierkompanie for +55 points with a Schwimmwagen for transport, or +70 points with an Sd Kfz 251/1 half-track for his transport.

SPECIAL RULES

Follow Me: Remer and any platoon he commands always pass Motivation tests on a roll of 3+.

Forwards: Remer and any platoon that he commands may make Stormtrooper moves on a roll of 2+.

No Quarter: Remer and any platoon that he commands hit on a roll of 2+ in assault combats.

Wound Badge: If Remer is hit in assault or his half-track is destroyed in an assault while he is in it, he rolls a special 3+ save. If the save is successful, he survives unharmed. If he fails the save, he is Destroyed and removed from play.



Naming Your Company

German companies were numbered consecutively within each regiment, so the first battalion might have companies 1 to 4, the second battalion companies 5 to 8, and so forth. Most battalions had four companies with the fourth being the heavy company. Grossdeutschland was unusual in having five companies in each *Panzergrenadierbataillon* with both the fourth and fifth being heavy companies!

When writing the designation of a company, it is usual to leave out the battalion and simply write *1/35. Panzerregiment*. Equally common is the practice of naming the company for its commander, *Panzerkompanie Holswich* for instance.



Panzertruppen Terminology

- Aufklärungs (owf-klairr-oongs): Reconnaissance.
 Aufklärungsschwadron (owf-klairr-oongs shvad-rone): Reconnaissance squadron or company.
 Ausf, Ausführung (owss-few-roong): Version, e.g. Panzer III Ausf J = Tank mark III, version J.
 Barbarossa (Barr-ba-roh-zah): Red-beard, code name for attack on the Soviet Union.
 Bataillon (ba-tal-yohn): Battalion.
 Beutepanzer (boi-ter pant-serr): Captured or booty tank.
 Brumbär (broom-bairr): Grizzly bear (assault gun).
 Ferdinand (fair-dee-nahnd): from Ferdinand Porsche.
 FlaK (flak), Flugabwehrkanone (flook ap-vairr ka-noh-ner): Anti-aircraft gun.
 Flammpanzer (flam pant-serr): Flame-thrower tank.
 Führer (fyoor-rerr): Leader, Adolf Hitler.
 Führerbegleitbrigade (fyoor-rerr be-glite bri-gah-der): Hitler's escort brigade.
 Führergrenadierdivision (fyoor-rer gre-nah-deerr di-vis-yon): Hitler's grenadier division.
 Funklenk (foonk-lenk): Radio control.
 Füsilier (fyooz-i-leerr): Fusilier, rifleman.
 Füsilieregiment (fyooz-i-leerr ray-gi-ment): Fusilier regiment, 2nd regiment of Grossdeutschland.
 Generalmajor (gen-er-rahl ma-yore): Major general.
 Gepanzert, gep (ger-pant-serrt): Armoured.
 Grenadier (gre-nah-deerr): Grenadier, rifleman.
 Grenadierregiment (gre-nah-deerr ray-gi-ment): Grenadier regiment, 1st regiment of Grossdeutschland.
 Grille (gril-er): Cricket (SP infantry gun).
 Grossdeutschland (groce doitsh-lant): Greater Germany.
 GW, Granatwerfer (gra-naht verr-ferr): Grenade-launcher, mortar.
 Hauptmann (howpt-man): Captain.
 Hornisse (horr-niss-er): Hornet, (tank-hunter).
 Hummel (hoo-mel): Bumblebee, (SP artillery).
 Infanteriedivision (in-fan-ter-ree di-vis-yon): Infantry division.
 Kampfgruppe (kampf-groop-er): Improvised battle group.
 Kettenkrad (ketn-kraht), Kettenkraftrad (ketn-kraft-raht): Tracked motorcycle.
 Kfz, Kraftfahrzeug (kraft-fah-tsoik): Truck or tractor.
 Kraftrad, Krad (kraft-raht): Motorcycle.
 Kradschützen (kraht shyoot-sen): Motorcycle troops.
 Kübelwagen (kyoo-bel vah-gen): Bucket-seat car, jeep.
 Ladungsträger (lah-doongs tray-gerr): Demolition carrier.
 leFH, leichte Feldhaubitze (lish-ter felt how-bit-ser): Light field howitzer.
 leIG, leichte Infanteriegeschütz (lish-ter in-fan-ter-ree ger-shyoots): Light infantry gun.
 Luftwaffe (looft-vaf-er): Air force.
 Major (ma-yore): Major.
 Marder (marr-derr): Marten (tank-hunter).
 Motorisiert, mot (mo-tor-ri-zeert): Motorised.
 NW, Nebelwerfer (nay-bel verr-ferr): Gas launcher, rocket launcher.
 Oberst (oh-berrst): Colonel.
 PaK, Panzerabwehrkanone (pant-serr ap-vairr ka-noh-ner): Anti-tank gun.
 Panther (pan-terr): Panther (tank)
 Panzer (pant-serr): Tank.
 Panzerabteilung (pant-serr ap-tile-oong): Tank battalion.
 Panzerarmee (pant-serr arr-may): Tank army.
 Panzerbefehlswagen (pant-serr be-fails vah-gen): Command tank.
 Panzerbeobachtungswagen (pant-serr be-oh-bach-toongs vah-gen): Artillery observation tank.
 Panzergrenadier (pant-serr gre-nah-deerr): Mechanised rifleman.
 Panzergrenadierkompanie (pant-serr gre-nah-deerr kom-pan-ee): Mechanised infantry company.
 Panzergrenadierregiment (pant-serr gre-nah-deerr ray-gi-ment): Mechanised infantry regiment.
 Panzerjäger (pant-serr yai-gerr): Tank-hunter, self-propelled anti-tank gun.
 Panzerknacker (pant-serr-k-na-ker): Tank buster.
 Panzerkompanie (pant-serr kom-pan-ee): Tank company.
 Panzerkorps (pant-serr korr): Tank corps.
 Panzerpionierkompanie (pant-serr pi-o-neerr kom-pan-ee): Mechanised pioneer company.
 Panzerspähwagen (pant-serr shpay vah-gen): Armoured car.
 Panzertruppen (pant-serr troop-en): Armoured forces.
 Panzerwerfer (pant-serr verr-ferr): Armoured rocket launcher.
 Pionier (pi-o-neerr): Pioneer, combat engineer.
 PzB, Panzerbüchse (pant-serr bewx-er): Anti-tank rifle.
 PzKpfw, Panzerkampfwagen (pant-serr kampf vah-gen): Armoured fighting vehicle, tank.
 SchokaCola (sho-ka-ko-lah): Chocolate bar.
 Schürzen (shyoot-sen): Protection, skirting to protect tanks from infantry anti-tank weapons.
 Schütze (shyoo-tser): Rifleman.
 Schwimmwagen (shvim vah-gen): Amphibious jeep.
 Sd Kfz, Sonderkraftfahrzeug (zon-derr kraft-fah-tsoik): Special-purpose vehicle.
 sIG, schweres Infanteriegeschütz (shvair-ress in-fan-ter-ree ger-shyoots): Heavy infantry gun.
 sPzB, schwere Panzerbüchse (shvair-rer pant-serr bewx-er): Heavy anti-tank rifle.
 SS, Schutz Staffel (shoots staf-el): Defence squad, private army of the Nazi Party.
 Stielgranate (shteel gra-nah-ter): Muzzle-loading anti-tank grenade for an anti-tank gun.
 StuG, Sturmgeschütz (shtoorm ger-shyoots): Assault gun.
 StuH, Sturmhaubitze (shtoorm how-bit-ser): Assault howitzer.
 Stuka (shtoo-kah): Dive bomber.
 Sturzkampfbomber (shtoorrts-kampf-bom-berr): Stuka.
 Stuka zu Fuss (shtoo-kah tsoo foos): Stuka on foot, heavy rocket launcher racks on a half-track.
 Sturmpanzer, Stupa (shtoorm pant-serr): Assault tank.
 Tiger (tee-gerr): Tiger (heavy tank).
 Wachbataillon (vach ba-tal-yohn): Guard battalion.
 Waffenträger (vaf-en tray-gerr): Weapons carrier.
 Wespe (ves-per): Wasp (SP artillery).
 Zitadelle (tsi-tah-dell-er): Citadel, code name for attack at Kursk.

Hitler's Fire Brigade

TANK TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Tanks					
Panzer I B	Half-tracked	1	0	1	Twin MG
Panzer II	Fully-tracked	3	1	1	2cm tank gun, co-ax MG.
Panzer 38(t)	Fully-tracked	3	1	1	3.7cm tank gun, co-ax MG, hull MG.
Panzer III G, H, or J	Fully-tracked	5	3	1	Short 5cm tank gun, co-ax MG, hull MG.
Panzer III J (late)	Fully-tracked	5	3	1	Long 5cm tank gun, co-ax MG, hull MG.
Panzer III L or M	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG.
Panzer III N	Fully-tracked	5	3	1	7.5cm assault gun, co-ax MG, hull MG.
Panzer IV E or F	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG.
Panzer IV F ₂ or G	Fully-tracked	5	3	1	7.5cm tank gun, co-ax MG, hull MG.
Panzer IV G (late) or H	Fully-tracked	6	3	1	7.5cm tank gun, co-ax MG, hull MG.
Panther D (Kursk)	Fully-tracked	10	5	1	Long 7.5cm tank gun, co-ax MG, hull MG, Wide tracks, Burns easily, Unreliable.
Tiger I E (early)	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank, Unreliable.
T-34 obr 1942 (captured)	Fully-tracked	6	5	1	7.62cm tank gun, co-ax MG, hull MG, Fast tank, Wide tracks, Limited vision.
Flammpanzer III	Fully-tracked	6	3	1	Heavy flame-thrower, co-ax MG, hull MG, Fuel tanks.
Assault Guns					
StuG D or E	Fully-tracked	5	3	1	7.5cm assault gun, AA MG.
StuG F	Fully-tracked	5	3	1	7.5cm tank gun, AA MG.
StuG F8 or G	Fully-tracked	7	3	1	7.5cm tank gun, hull MG.
StuH42	Fully-tracked	7	3	1	10.5cm assault howitzer, hull MG.
StuIG33B	Fully-tracked	7	4	1	15cm assault gun, hull MG, Overloaded.
Brummbär	Fully-tracked	9	5	1	15cm assault gun, AA MG, Overloaded.
Infantry Guns (SP)					
Sd Kfz 250/7 (early, 8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
Sd Kfz 250/8 (early, 7.5cm)	Half-tracked	1	0	0	7.5cm assault gun, Rear AA MG.
Sd Kfz 251/2C (8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
Sd Kfz 251/9C (7.5cm)	Half-tracked	1	0	0	7.5cm assault gun, Rear AA MG.
Grille (15cm sIG) H or K	Fully-tracked	2	1	0	15cm infantry gun, AA MG.
Sd Kfz 251/16C (Flamm)	Half-tracked	1	0	0	Two light flame-throwers, hull MG, Fuel tanks.
Tank Hunters					
Panzerjäger I	Half-tracked	0	0	0	4.7cm anti-tank gun, AA MG.
Marder I	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG, Overloaded.
Marder II	Fully-tracked	1	0	0	7.5cm anti-tank gun, AA MG.
Marder III (7.62cm)	Fully-tracked	1	0	0	7.62cm anti-tank gun, hull MG.
Marder III H	Fully-tracked	1	0	0	7.5cm anti-tank gun, hull MG.
Marder III M	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG.
Hornisse	Fully-tracked	1	1	0	Long 8.8cm anti-tank gun, AA MG.
Ferdinand	Fully-tracked	16	8	2	Long 8.8cm anti-tank gun, AA MG, Overloaded, Unreliable.
Artillery (SP)					
Wespe	Fully-tracked	1	1	0	10.5cm howitzer, AA MG.
Hummel	Fully-tracked	1	1	0	15cm howitzer, AA MG.
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	15cm rocket launcher, AA MG.
Panzer III OP	Fully-tracked	5	3	1	Hull MG.
Anti-aircraft					
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	2cm anti-aircraft gun.
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	Quadruple 2cm anti-aircraft gun.
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	3.7cm anti-aircraft gun.
Recece					
Sd Kfz 221 (2.8cm)	Wheeled	0	0	1	Hull 2.8cm anti-tank rifle.
Sd Kfz 222 (2cm)	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-ax MG.
Sd Kfz 223 (radio)	Wheeled	1	0	1	AA MG.
Sd Kfz 231 (8-rad)	Half-tracked	2	0	1	2cm tank gun, co-ax MG.
Sd Kfz 250/9 (early, 2cm)	Half-tracked	1	0	1	Light 2cm anti-aircraft gun, co-ax MG.
Panzer II L Luchs	Fully-tracked	3	1	1	2cm tank gun, co-ax MG, Light tank.
Panhard P-178(f)	Wheeled	1	1	1	2.5cm tank gun, co-ax MG.
Sd Kfz 233 (7.5cm)	Half-tracked	2	0	0	7.5cm assault gun, AA MG.

VEHICLE WEAPONS

Weapon	Range	ROF	AT	FP	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
Twin MG	16"/40cm	4	2	6	
8cm mortar	40"/100cm	-	-1	3+6	Mortar, Smoke.
2cm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
Quad 2cm anti-aircraft gun	24"/60cm	6	5	5+	Anti-aircraft.
3.7cm anti-aircraft gun	32"/80cm	4	6	5+	Anti-aircraft.
Light 2cm anti-aircraft gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
2cm tank gun	16"/40cm	3	5	5+	
2.5cm tank gun	16"/40cm	2	6	5+	No HE.
2.8cm anti-tank rifle	16"/40cm	2	7	5+	No HE.
3.7cm tank gun	24"/60cm	2	6	5+	
4.7cm anti-tank gun	24"/60cm	2	7	4+	
Short 5cm tank gun	24"/60cm	3	7	4+	
Long 5cm tank gun	24"/60cm	3	9	4+	
Short 7.5cm tank gun	24"/60cm	2	9/2	3+6	Close-support artillery, Smoke.
7.5cm assault gun	24"/60cm	2	9	3+	
7.5cm tank gun	32"/80cm	2	11	3+	
7.5cm anti-tank gun	32"/80cm	2	12	3+	
7.62cm tank gun	32"/80cm	2	9	3+	
7.62cm anti-tank gun	32"/80cm	2	11	3+	
Long 7.5cm tank gun	32"/80cm	2	14	3+	
8.8cm tank gun	40"/100cm	2	13	3+	
Long 8.8cm anti-tank gun	40"/100cm	2	16	3+	
10.5cm assault howitzer	32"/80cm	2	10	2+	Smoke.
10.5cm howitzer	24"/60cm	1	10/3	2+4+	Artillery, Smoke.
15cm assault gun	24"/60cm	1	12	1+	
15cm infantry gun	16"/40cm	1	12/3	1+2+	Artillery, Smoke.
15cm howitzer	24"/60cm	1	12/4	1+2+	Artillery, Smoke.
15cm rocket launcher	56"/140cm	-	-2	2+4+	Salvo rocket artillery, Smoke.
28cm rocket launcher	32"/80cm	-	-3	1+2+	Stuka zu Fuss.
Light flame-thrower	4"/10cm	3	-	6	Flame-thrower, One use, Short range.
Heavy flame-thrower	4"/10cm	4	-	5+	Flame-thrower, One use, Short range.

DEMOLITION CARRIERS

Name	Movement	Armour			Firepower	Notes
		Front	Side	Top		
Goliath	-	0	0	0	5/1	2+4+* Explodes easily.
Borgward BIV	Half-tracked	0	0	0	7/2	1+2+* Explodes easily.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Trucks					
BMW & Sidecar or Kübelwagen	Jeep	-	-	-	1 passenger.
Schwimmwagen	Jeep	-	-	-	1 passenger, Amphibious.
Kettenkrad	Half-tracked	-	-	-	1 passenger.
Horch Kfz 15 car	Jeep	-	-	-	1 passenger.
Horch or Krupp Kfz 70 truck	Wheeled	-	-	-	1 passenger.
Steyr Kfz 70 truck	Wheeled	-	-	-	2 passengers.
Opel Blitz 3-ton truck	Wheeled	-	-	-	3 passengers.
Opel Maultier	Half-tracked	-	-	-	3 passengers.
Opel Kfz 68 radio truck	Wheeled	-	-	-	1 passenger.
TOWS					
Sd Kfz 10 (1t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (3t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 7 (8t)	Half-tracked	-	-	-	1 passenger.
APCs					
Sd Kfz 250 (early)	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 250/10 (early, 3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 250/11 (early, 2.8cm)	Half-tracked	1	0	0	2.8cm anti-tank rifle, Rear AA mount, 1 passenger.
Sd Kfz 251/1C	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/7C (Pioneer)	Half-tracked	1	0	0	Hull MG, Rear AA mount, Assault bridge, 1 passenger.
Sd Kfz 251/1C (Stuka)	Half-tracked	1	0	0	28cm rocket launcher, hull MG, Rear AA mount, 1 passenger.
Sd Kfz 251/10C (3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 253 (StuG)	Half-tracked	1	0	1	AA MG, 1 passenger.
Sd Kfz 254	Half-tracked	1	0	1	AA MG, 1 passenger.
Recovery					
Sd Kfz 9 (18t)	Half-tracked	-	-	-	Recovery vehicle.
Bergepanther	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.

INFANTRY TEAMS

Team	Range	ROF	AT	FP	Weapons and Notes
Rifle/MG team	16"/40cm	2	2	6	Kar98k rifles and MG34 or MG42
machine-guns.					
MG team	16"/40cm	3	2	6	MG34 or MG42 machine-guns.
SMG team	4"/10cm	3	1	6	MP40 submachine-guns.
Light Mortar team	16"/40cm	1	1	5+	5cm leGW36 light mortar.
Anti-tank Rifle team	16"/40cm	2	4	6	7.92mm PzB39 anti-tank rifles.
HMG team	24"/60cm	4	2	6	sMG34 or sMG42 heavy machine-gun.
Observer team			cannot shoot		
Staff team			cannot shoot		Moves as a Gun team.
Additional Training and Equipment					
Pioneer team			as infantry team		Pioneer.
Panzerknacker team			as infantry team		Panzerknacker.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.

GUN TEAMS

Weapon	Range	ROF	AT	FP	Notes
2.8cm sPzB41	16"/40cm	3	1	5+	Man-packed, Gun shield, Small gun, Light gun, No HE.
8.8cm RW43 (Püppchen)	16"/40cm	1	11	5+	Man-packed, Gun shield, Small gun, Light gun.
8cm GW34 mortar	40"/100cm	-	-1	3+6	Man-packed, Mortar, Smoke, Small gun, Light gun.
12cm sGW43 mortar	56"/140cm	-	-2	2+4+	Mortar, Smoke.
7.5cm leIG18 gun	16"/40cm	2	9/2	3+6	Gun shield, Artillery, Smoke, Small gun.
15cm sIG33 gun	16"/40cm	1	12/3	1+2+	Gun shield, Artillery, Smoke.
3.7cm PaK36 gun	24"/60cm	3	6	5+	Gun shield, Small gun, Stielgranate.
firing Stielgranate	8"/20cm	1	12	5+	Stielgranate.
5cm PaK38 gun	24"/60cm	3	9	4+	Gun shield, Small gun.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Gun shield, Small gun.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	40"/100cm	2	13	3+	Gun shield, Turntable, Heavy anti-aircraft, Immobile.
10.5cm leFH18 howitzer	24"/60cm	1	10/3	2+4+	Gun shield, Artillery, Smoke, Immobile.
15cm NW41 rocket	56"/140cm	-	-2	2+4+	Salvo rocket artillery, Smoke.

GUN TEAMS

Aircraft	Weapon	Range	ROF	AT	FP	Notes
Ju87D Stuka	Bombs	4"/10cm	-	4	1+	
Ju87G Stuka	Guns	8"/20cm	3	9	5+	
FW190F	Bombs	4"/10cm	-	4	1+	
Me109E	Bombs	4"/10cm	-	4	1+	
Hs129B	Guns	8"/20cm	4	8	5+	Flying tank.
or	Bombs	4"/10cm	-	4	1+	

NOTES

- Anti-aircraft:** Anti-aircraft weapons can fire at aircraft.
- Artillery:** Artillery can fire artillery bombardments at up to three times their normal range.
- Close-support artillery:** Close-support artillery can fire artillery bombardments at up to twice their normal range.
- Explodes easily:** The opposing player re-rolls any failed Firepower tests to destroy a demolition carrier with ground shooting. Do not re-roll failed Firepower rolls for hits from aircraft bombs or rockets.
- Fast tank:** T-34 tanks can move 32"/80cm when moving At the Double.
- Flame-thrower:** Flame-throwers roll a Skill test to hit, and pin down any target hit. The target does not get any saving roll.
- Infantry only:** Use instead of normal weapons. Remove team after shooting.
- Fuel tanks:** Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a flame-throwing tank.
- Gun shield:** Teams crewing weapons with a gun shield are in bulletproof cover when fired at from the front.
- Immobile:** Heavy anti-aircraft guns cannot be manhandled. They can only move if towed.
- Man-packed:** Man-packed weapons are carried on the backs of the crew. They ignore Rough Terrain like Infantry teams.
- Mortar:** Mortars can only fire artillery bombardments, so they do not have a ROF rating. Re-roll first failed roll to range in.
- Recovery vehicle:** Recovery vehicles can tow other vehicles without needing to pass a Skill test.
- Salvo rocket artillery:** Rocket launchers can only fire artillery bombardments, so they do not have a ROF rating. Rockets do not suffer ranging-in penalties on to hit rolls.
- Smoke:** Weapons with smoke ammunition can fire a smoke screen rather than their normal shooting.
- Turntable:** Weapons mounted on turntables can rotate to fire in any direction without penalty.

...Dniepr, 1943...

With a deafening roar of engines, the Soviet tanks appear over the ridge. Rolling blindly through the forward lines, the Russians drive deeper into the German position, pressing on towards the waiting Panthers.

'Now!' Leutnant Rossman barks. Every tank in the Panther platoon fires together. A dozen T-34 tanks burst into flame and slew to a halt. The Panthers glide forward, their high velocity 7.5cm guns punching holes in every Soviet tank they see.

Their rush halted, the Russians return fire. Shells scream, bouncing off the Panthers' sloped frontal armour. More T-34 tanks are burning. 'Come on, Grossdeutschland!' Rossman shouts. Engines growling, the Panthers accelerate.

With a mind-numbing clang, Rossman's Panther rings like a giant bell. 'Herr Leutnant,' Thomaschek the gunner reports, 'We're hit. The turret's jammed. We can't rotate the turret!'

Calmly, Rossman glances through the vision slots in his cupola. A moment's thought later he orders, 'Hals, drive where I say. We'll fight like an assault gun.' Popping

his head up through the turret hatch, Rossman picks a target. 'Eleven o'clock!' The huge tank swings left.

'Left a bit more, Hals,' Thomaschek calls. The Panther jinks further. The 7.5 fires. 'Got him!'

'Three o'clock,' Rossman calls. 'Big assault gun.' Hals slews the Panther around. Thomaschek fires again. The assault gun bursts like a melon before burning brightly.

Another ear-splitting clang, this time on the side of the Panther. The engine stalls. Hals swears as he hits the starter. Rossman boosts himself higher through his hatch, risking a look over the turret edge. The left hand Schürzen skirting has been torn away by a Russian shell.

Hals hits the starter again. With a cough, the engine roars into life, belching black smoke. 'Easy, Hals', Rossman cautions. 'We've got bits hanging everywhere.' A screech as Hals eases the tank forward, and the remains of the Schürzen tears loose.

'We're mobile,' Rossman says, taking a quick glance through his binoculars. 'Get a move on, Hals. The rest of the company are halfway to Moscow.'

Catalogue

GEAB01 German Grenadier 1500pt Army	GE102 Marder I	GE210 Sd Kfz 250/9 (late, 2cm)	GE560 7.5cm leIG18 gun (x2)
GEAB02 German DAK 1500pt Army	GE103 Marder II	GE216 Sd Kfz 253 (StuG)	GE561 7.5cm LG40 recoilless gun (FJ) (x2)
GBX01 Armoured Panzergrenadier Platoon	GE104 Marder III (7.62cm)	GE240 Sd Kfz 251/1C, /10C (3.7cm)	GE562 105mm LG40 recoilless gun (FJ) (x2)
GBX02 Panzer III J Platoon	GE105 Marder III H	GE241 Sd Kfz 251/1D, /10D (3.7cm)	GE563 7.5cm GebG36 gun (FJ)
GBX03 Panzer IV F ₁ /F ₂ Platoon	GE107 Hornisse	GE242 Sd Kfz 251/1C (Stuka)	GE565 15cm sIG33 gun (x2)
GBX04 Motorised Panzergrenadierkompanie	GE108 Jagdpanzer IV	GE244 Sd Kfz 251/2C (8cm)	GE571 10.5cm leFH18 how (x2)
GBX05 8.8cm FlaK 36 Battery	GE109 Jagdpanzer IV/70	GE249 Sd Kfz 251/7D (Pioneer)	GE590 15cm Nebelwerfer 41 (x3)
GE002 Panzer I B (x2)	GE110 Jagdpanther	GE252 Sd Kfz 251/9C (7.5cm)	GE610 Borgward B IV (remote control) (x4)
GE004 Early Panzer HQ (x2)	GE111 Jagdtiger	GE256 Sd Kfz 251/16C (Flamm)	GE650 6 horse limber (x2)
GE010 Panzer II C	GE121 StuG D	GE258 Sd Kfz 251/17C (2cm)	GE701 Company HQ
GE011 Panzer II F	GE122 StuG F/8	GE263 Sd Kfz 251/22D (PaK40)	GE702 Grenadier Platoon
GE018 Panzer II L (Luchs)	GE123 StuG G	GE270 Sd Kfz 7 (8t) tractor	GE704 Machine-gun Platoon
GE020 Panzer 35(t)	GE125 StuH42	GE272 Sd Kfz 11 (3t) tractor (x2)	GE705 Mortar Platoon
GE022 Panzer 38(t) B, C	GE126 StuG IV	GE274 Opel Maultier half-track (x2)	GE721 Company HQ (late)
GE030 Panzer III E, F	GE127 7.5cm on 39H(f)	GE276 RSO tractor (x2 resin)	GE722 Grenadier Platoon (late)
GE031 Panzer III G	GE128 10.5cm on 39H(f)	GE301 Sd Kfz 222 (2cm)	GE724 Machine-gun Platoon (late)
GE032 Panzer III H	GE129 Brumbär	GE340 Sd Kfz 231 (8-Rad)	GE725 Mortar Platoon (late)
GE033 Panzer III J	GE131 Ferdinand	GE342 Sd Kfz 263 (radio)	GE726 Pioneer Platoon
GE034 Panzer III L, N	GE132 Elefant	GE361 Sd Kfz 234/2 Puma	GE728 Tank-hunter pack (late)
GE035 Panzer III M	GE133 StuIG 33B	GE400 BMW & sidecar (x4)	GE737 Assault Rifle Platoon
GE036 Panzer III L, N (Schürzen)	GE141 Wespe	GE402 Kettenkrad (x4)	GE741 Company HQ (Afrika)
GE037 Flammpanzer III	GE143 Grille H (15cm sIG)	GE410 Kübelwagen (x3)	GE743 Panzergrenadier Platoon (Afrika)
GE040 Panzer IV D	GE144 Grille K (15cm sIG)	GE411 Schwimmwagen (x4)	GE744 Machine-gun Platoon (Afrika)
GE041 Panzer IV E	GE145 Hummel	GE412 Horch Kfz 15 car (x2)	GE745 Mortar Platoon (Afrika)
GE042 Panzer IV F ₁ , F ₂	GE147 15cm Panzerwerfer 42	GE413 Horch Kfz 15 car (x2 resin)	GE761 Company HQ (FJ)
GE044 Panzer IV G	GE160 Sd Kfz 10/5 (2cm)	GE420 Krupp Kfz 70 truck (x2)	GE762 Fallschirmjäger Platoon
GE045 Panzer IV G (late)	GE163 Flakpanzer 38(t)	GE425 Steyr Kfz 70 truck (x2)	GE763 Fallschirmjäger Platoon (late)
GE046 Panzer IV H	GE164 Möbelwagen	GE426 Steyr Kfz 70 truck (x2 resin)	GE764 Machine-gun Platoon (FJ)
GE047 Panzer IV J	GE165 Wirbelwind	GE430 Opel Blitz 3-ton truck (x2)	GE765 Mortar Platoon (FJ)
GE060 Panther D (Kursk)	GE166 Sd Kfz 7/1 (Quad 2cm)	GE431 Opel Blitz 3-ton truck (x2 resin)	GE767 Glider Assault Platoon (FJ)
GE061 Panther A	GE167 Sd Kfz 7/2 (3.7cm)	GE501 3.7cm PaK36 gun (x2)	GE776 Panzerschreck/Panzerknacker pack (FJ)
GE062 Panther G	GE168 Sd Kfz 7/1 (Armoured Quad 2cm)	GE502 3.7cm PaK36 gun (FJ)	GE777 StG44 assault rifle pack (FJ)
GE070 Tiger I E (Tunisia)	GE169 Sd Kfz 7/2 (Armoured 3.7cm)	GE510 5cm PaK38 gun (x2)	GE778 FG42 parachute rifle pack (FJ)
GE071 Tiger I E (Zimmerit)	GE200 Sd Kfz 250/1, /10 (3.7cm) (early)	GE515 7.5 PaK38/97 (x2)	GE880 Oberstleutnant Von Der Heydte
GE072 Tiger I E (Kursk)	GE201 Sd Kfz 250/1, /10 (3.7cm) (late)	GE520 7.5cm PaK40 gun (x2)	GE881 Generalmajor Otto-Ernst Remer
GE073 Tiger I E (late Zimmerit)	GE205 Sd Kfz 250/7 (early, 8cm)	GE525 7.62cm PaK 36(r) gun (x2)	GE883 Major Bruno Koenig's Snipers
GE081 Königstiger (Porsche)	GE206 Sd Kfz 250/7 (late, 8cm)	GE530 8.8cm PaK43/1 gun (x2)	GE884 Oberfeldwebel Schmidt's Assault Platoon
GE083 Königstiger	GE207 Sd Kfz 250/8 (early, 7.5cm)	GE542 2cm FlaK38 gun (x2)	GE885 Sd Kfz 250/5 'GRIEF' Rommel
GE100 Panzerjäger I (x2)	GE208 Sd Kfz 250/8 (late, 7.5cm)	GE543 2cm FlaK38 gun (FJ)	GE940 German Stalingrad Decals
GE101 Hetzer	GE209 Sd Kfz 250/9 (early, 2cm)	GE550 8.8cm FlaK36 gun	GE942 Afrika Korps Decals

Flames Of War Miniatures Showcase



GE147 15cm Panzerwerfer 42 (Maultier)



GE145 Hummel



GE060 Panther D (Kursk)



GE131 Ferdinand



GE550 8.8cm FlaK36 gun



GE141 Wespe



GE411 Schwimmwagen



GE300 Sd Kfz 221 (2.8cm)



GE252 Sd Kfz 251/9C (7.5cm)



GE104 Marder III (7.62cm)

Models shown at 100%

This is a supplement for *Flames Of War* the World War II Miniatures game.

A copy of the rule book for *Flames Of War* is



Go where the fighting is hardest, the enemy at their toughest. That's where you will find Hitler's Fire Brigade, the *Grossdeutschland* division. Wherever the Soviet hordes break through, there they will be, there they will stop them.

There they will destroy them.

The Panzer tanks and Panzergrenadier infantry of Germany's armoured forces, spearhead attacks, slicing deep into enemy positions to capture the objectives and smash enemy counterattacks!



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- Complete organisation and equipment for German armoured forces on the Eastern Front
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 - Panzergrenadierkompanie
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Produced by:
Battlefront Miniatures Ltd
Auckland
New Zealand
ISBN 0-473-09562-9



Product Code WD102

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