

Nachtjäger

THE BATTLE FOR NORTHERN GERMANY
MARCH - MAY 1945



SS-HITLERJUGEND- AUSBILDUNGS-KOMPANIE



FLAMES OF WAR®

THE WORLD WAR II MINIATURES GAME

SPECIAL RULES

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

LUFTWAFFE SPECIAL RULES

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

DEPLOYING RAILWAY GUNS

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

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

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

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

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

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

RAILWAY GUN

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

Railway Gun teams are Gun Teams.

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

A Railway Gun cannot be dug-in.

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

CONCEALED IN THE RAIL YARD

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

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

AREA AIR DEFENCE

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

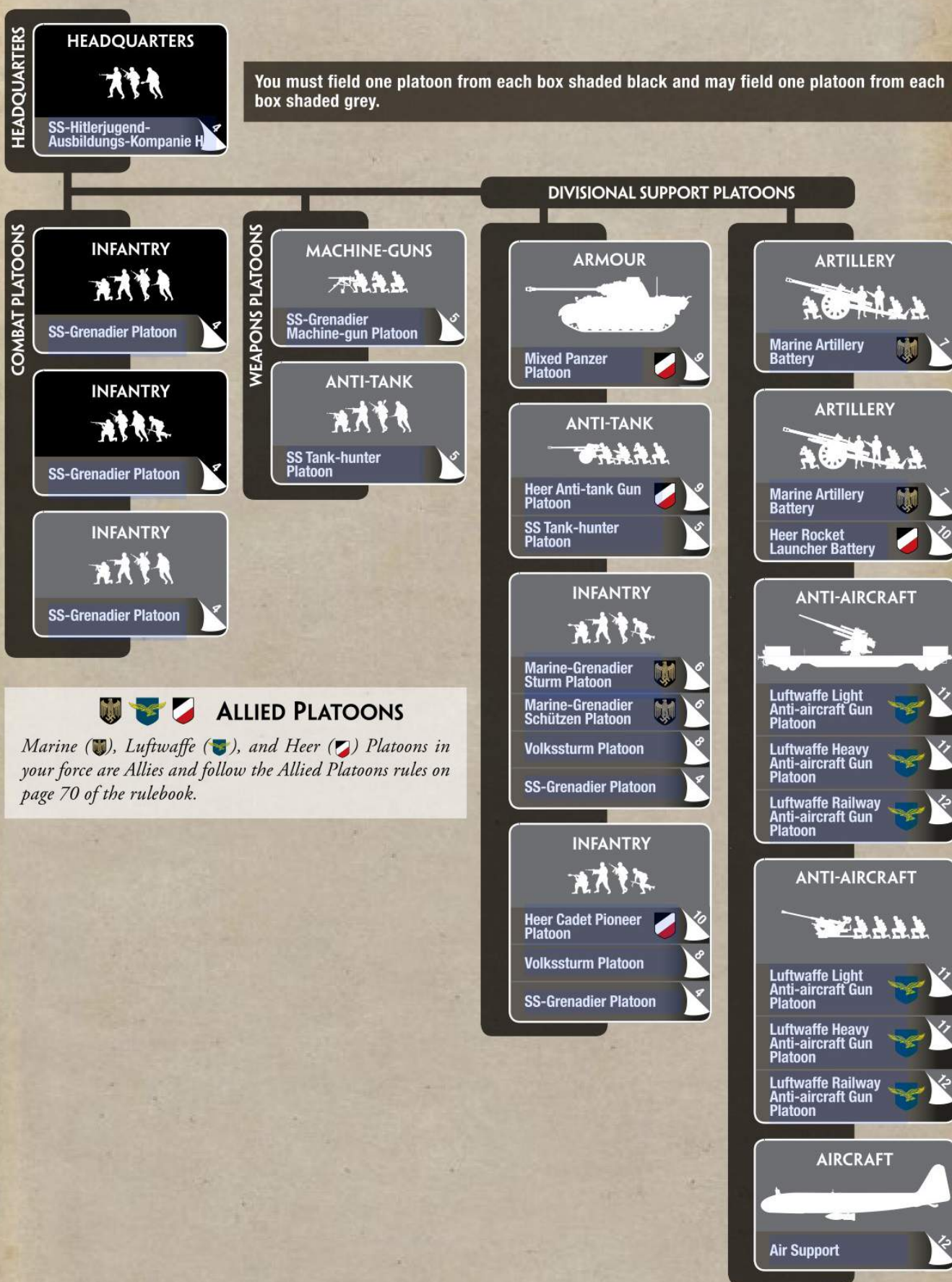
Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft Gun Platoons, always begin the game on the table. Ignore all Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft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




SS-HITLERJUGEND-AUSBILDUNGS-KOMPANIE

SS HITLER YOUTH TRAINING COMPANY

INFANTRY COMPANY



MOTIVATION AND SKILL

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



WAFFEN-SS SUPPORT

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

HEADQUARTERS

SS-HITLERJUGEND-AUSBILDUNGS-KOMPANIE HQ

HEADQUARTERS



Company HQ

70 points

OPTION

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

HAUPTSTURMFÜHRER

HAUPTSTURMFÜHRER



Company Command
Panzerfaust Assault Rifle team



2iC Panzerfaust
Assault Rifle team

COMPANY HQ

SS-HITLERJUGEND-AUSBILDUNGS-KOMPANIE HQ

COMBAT PLATOONS

SS-GRENADIER PLATOON

PLATOON

HQ Section with:



3 Grenadier Squads

200 points

2 Grenadier Squads

145 points

OPTION

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

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

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



Command Panzerfaust Rifle/MG team

HQ SECTION

UNTERSCHARFÜHRER



Panzerfaust Rifle/MG team



Panzerfaust Rifle/MG team

GRENADIER SQUAD

UNTERSCHARFÜHRER



Panzerfaust Rifle/MG team



Panzerfaust Rifle/MG team

GRENADIER SQUAD

UNTERSCHARFÜHRER



Panzerfaust Rifle/MG team



Panzerfaust Rifle/MG team

GRENADIER SQUAD

SS-GRENADIER PLATOON



SS-TANK-HUNTER PLATOON

PLATOON

HQ Section with:

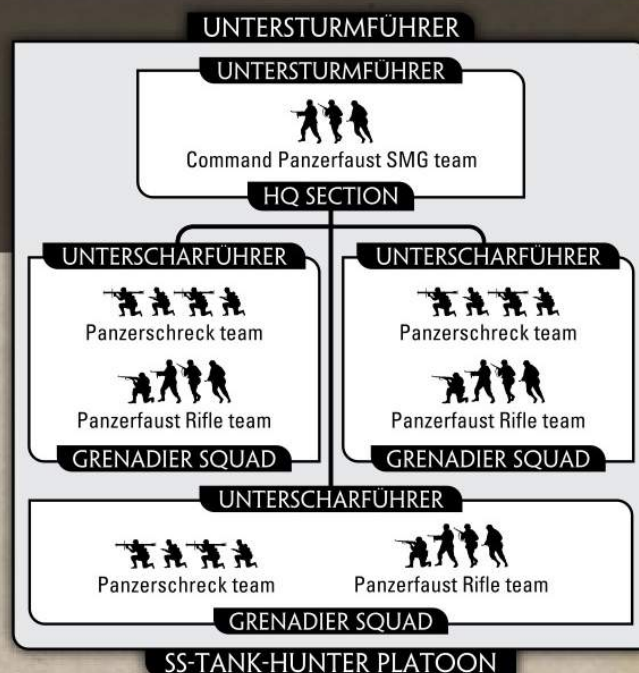
3 Tank-hunter Squads

180 points

2 Tank-hunter Squads

130 points

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



SS-GRENADIER MACHINE-GUN PLATOON

PLATOON

HQ Section with:

4 MG42 HMG

115 points

OPTION


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

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



2. MARINE-GRENADIERDIVISION SUPPORT PLATOONS

MOTIVATION AND SKILL

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



2. MARINE-GRENADIERDIVISION

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

MARINE-GRENADIER STURM PLATOON

PLATOON

HQ Section with:

2 Assault Squads and 1 MG Squad

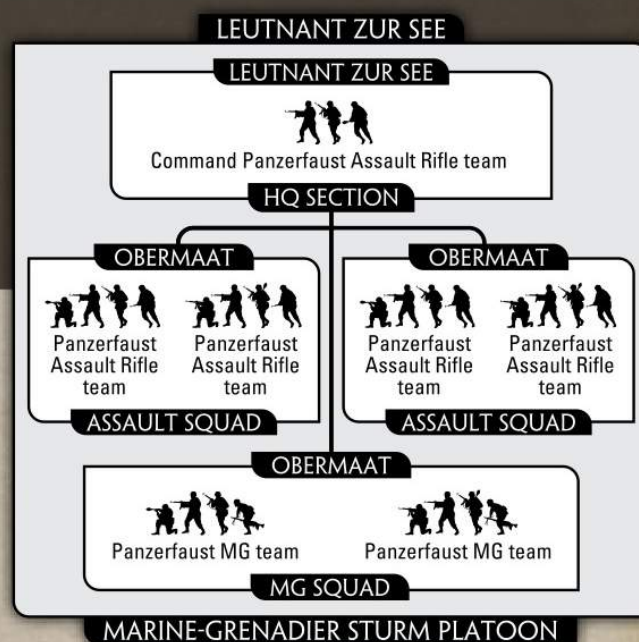
240 points

2 Assault Squads

180 points

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

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



MARINE-GRENADIER SCHÜTZEN PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads

200 points

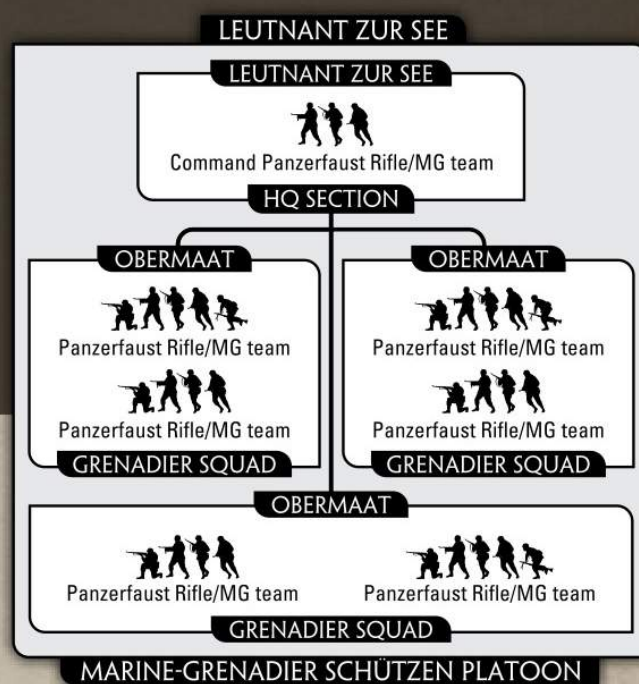
2 Grenadier Squads

145 points

OPTION

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

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



MARINE ARTILLERY BATTERY

PLATOON

HQ Section and:



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

OPTION

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

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

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

KAPITÄN-LEUTNANT

KAPITÄN-LEUTNANT

Command SMG team

Staff team

Horse-drawn wagon

HQ SECTION

LEUTNANT ZUR SEE

LEUTNANT ZUR SEE

Observer Rifle team

Observer Rifle team



Howitzer

Howitzer



Horse-drawn limber

Horse-drawn limber



Howitzer

Howitzer



Horse-drawn limber

Horse-drawn limber



Howitzer

Howitzer



Horse-drawn limber

Horse-drawn limber

GUN SECTION

GUN SECTION

MARINE ARTILLERY BATTERY

VOLKSSTURM PLATOON

PLATOON

HQ Section with:

4 Volkssturm Squads	105 points
3 Volkssturm Squads	85 points

OPTION

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

LOCAL MILITIA

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

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

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

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

RELUCTANT **CONSCRIPT**

LEUTNANT OR OBERFELDWEBEL

LEUTNANT OR OBERFELDWEBEL

Command Panzerfaust Rifle team

HQ SECTION

UNTEROFFIZIER

Panzerfaust Rifle team

VOLKSSTURM SQUAD

UNTEROFFIZIER

Panzerfaust Rifle team

VOLKSSTURM SQUAD

UNTEROFFIZIER

Panzerfaust Rifle team

VOLKSSTURM SQUAD

UNTEROFFIZIER

Panzerfaust Rifle team


VOLKSSTURM SQUAD

VOLKSSTURM PLATOON

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

HEER DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

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

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



HEER SUPPORT

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

MIXED PANZER PLATOON

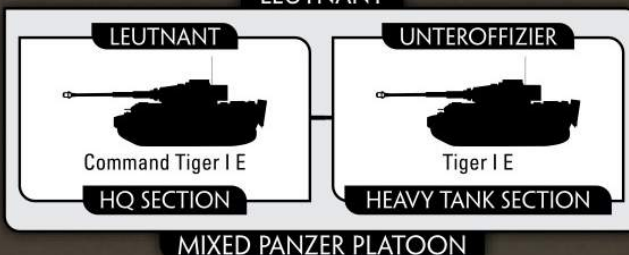
PLATOON

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



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

LEUTNANT



MIXED PANZER PLATOON

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

HEER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

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



OPTION

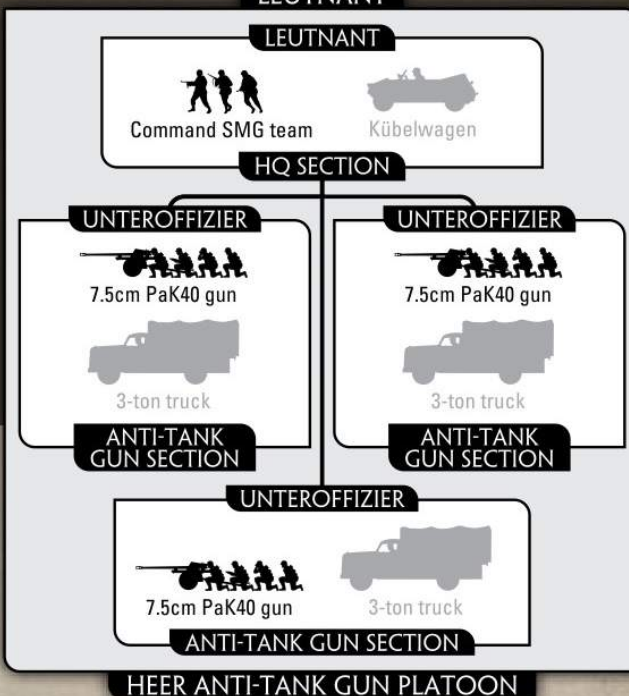
- Add Kübelwagen jeep and 3-ton trucks for +5 points for the platoon.

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

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

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

LEUTNANT



HEER ANTI-TANK GUN PLATOON

HEER CADET PIONEER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads

325 points

2 Pioneer Squads

230 points

OPTIONS

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

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

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

CONFIDENT

VETERAN

HEER ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Launcher Sections with:
6 15cm NW41

155 points

1 Launcher Section with:
3 15cm NW41

80 points

2 Launcher Sections with:
6 21cm NW42

185 points

1 Launcher Section with:
3 21cm NW42

95 points

OPTION

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

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



LEUTNANT

LEUTNANT

Command Pioneer
Panzerfaust Rifle team

Pioneer Supply
horse-drawn wagon

HQ SECTION

UNTEROFFIZIER

Pioneer
Panzerfaust
Rifle team

Pioneer
Panzerfaust
Rifle team

Pioneer Panzerfaust
Rifle team

PIONEER SQUAD

UNTEROFFIZIER

Pioneer
Panzerfaust
Rifle team

Pioneer
Panzerfaust
Rifle team

Pioneer Panzerfaust
Rifle team

PIONEER SQUAD

UNTEROFFIZIER

Pioneer Panzerfaust
Rifle team

Pioneer Panzerfaust
Rifle team

Pioneer Panzerfaust
Rifle team

PIONEER SQUAD

HEER CADET PIONEER PLATOON

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

HAUPTMANN

HAUPTMANN

Command SMG team

Kübelwagen

HQ SECTION

LEUTNANT

Observer Rifle team Kübelwagen

Rocket launcher

Sd Kfz 11 half-track

Rocket launcher

Sd Kfz 11 half-track

Rocket launcher

Sd Kfz 11 half-track

LAUNCHER SECTION

LEUTNANT

Observer Rifle team Kübelwagen

Rocket launcher

Sd Kfz 11 half-track

Rocket launcher

Sd Kfz 11 half-track

Rocket launcher

Sd Kfz 11 half-track

LAUNCHER SECTION

HEER ROCKET LAUNCHER BATTERY

LUFTWAFFE DIVISIONAL SUPPORT PLATOONS

MOTIVATION AND SKILL

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

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



LUFTWAFFE SUPPORT

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:



3 2cm FlaK38	50 points
3 2cm Flakvierling 38	60 points
2 2cm Flakvierling 38	40 points
3 3.7cm FlaK43	65 points
2 3.7cm FlaK43	45 points

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

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



LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

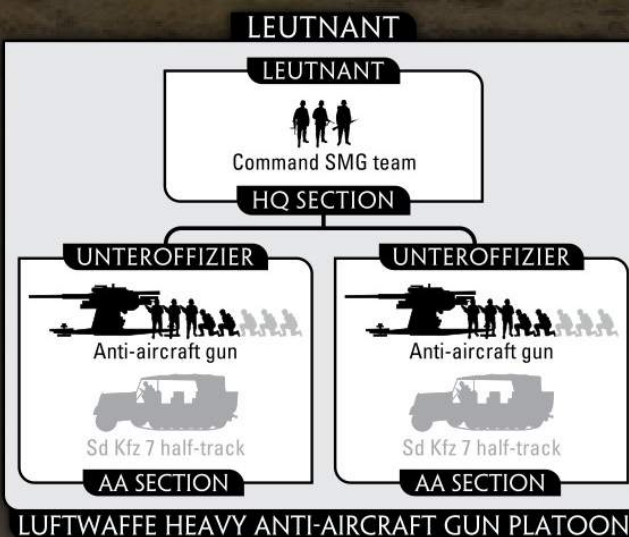
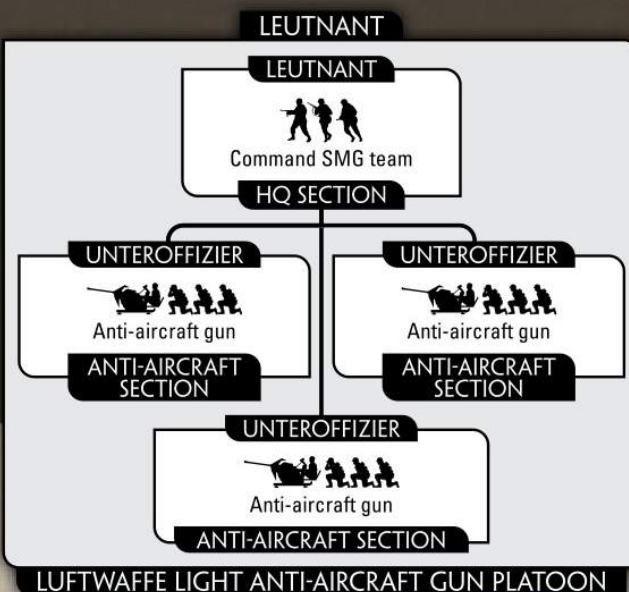


2 10.5cm FlaK39	220 points
1 10.5cm FlaK39	110 points
2 8.8cm FlaK37	95 points
1 8.8cm FlaK37	45 points

OPTIONS

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

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



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

LUFTWAFFE RAILWAY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:



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

OPTIONS

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

Luftwaffe Railway Anti-aircraft Gun Platoons use the Railway Anti-aircraft Gun and Concealed in the Rail Yard special rules on page 2.

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

LEUTNANT

LEUTNANT



Command SMG team

HQ SECTION

UNTEROFFIZIER



Railway Anti-aircraft gun

RAILWAY ANTI-AIRCRAFT SECTION

UNTEROFFIZIER



Railway Anti-aircraft gun

RAILWAY ANTI-AIRCRAFT SECTION

UNTEROFFIZIER



Railway Anti-aircraft gun

RAILWAY ANTI-AIRCRAFT SECTION

UNTEROFFIZIER



Railway Anti-aircraft gun

RAILWAY ANTI-AIRCRAFT SECTION

LUFTWAFFE RAILWAY
ANTI-AIRCRAFT GUN PLATOON

AIR SUPPORT

SPORADIC AIR SUPPORT

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

HIGH-SPEED JET

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

LEUTNANT

LEUTNANT



Aircraft

FLIGHT

AIR SUPPORT

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

GERMAN ARSENAL

TANK TEAMS

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

Panther G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
7.5cm KwK42 gun	32"/80cm	2	14	3+	

HEAVY TANKS

Tiger I E	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.

ASSAULT GUNS

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

VEHICLE MACHINE-GUNS

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

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

MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.

ANTI-AIRCRAFT

2cm Flak38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
8.8cm FlaK37 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun shield, Turntable.
10.5cm FlaK39 gun	Immobile	48"/120cm	1	17	2+	Heavy anti-aircraft gun, Turntable.

RAILWAY ANTI-AIRCRAFT

Twin 8.8cm FlaK37 railway car	Immobile					Railway gun.
8.8cm FlaK37 gun		40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm FlaK37 gun		40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm FlaK39 railway car	Immobile	48"/120cm	1	17	2+	Heavy anti-aircraft gun, Railway gun, Turntable.

ANTI-TANK

7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.

ARTILLERY

10.5cm leFH18/40 gun	Heavy	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

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

TRANSPORT TEAMS

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

TRUCKS

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

TRACTORS

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

AIRCRAFT

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

