



# **GERMANY**

**IABSM ARMY LISTS FOR POLAND FOR**

**THE 1939 SEPTEMBER WAR**

**FULLY COMPATIBLE WITH IABSM V3**

## **Introduction from Richard Clarke's IABSM v2 Blitzkrieg theatre supplement:**

After its stumbling start in Poland in 1939, where the growth pains of its rapid expansion from the Army of Versailles were only masked by its numerical superiority over the Poles, the German Army's belief in its abilities was buoyed up by early successes. It emerged to be undoubtedly the best led and most professional force of the early war.

In addition the Germans had also inherited the Prussian tradition of creating well-balanced forces, able to act independently at all levels. Since Hitler's rise to power in 1933 the emphasis on a "Volk im Waffen", people under arms, that permeated virtually all aspects of German society had done much to produce a generation both ready and keen for war.

The emphasis on developing leadership and military skills in the Nazi youth organisations contributed to make the German Army of this period an efficient machine. Despite its strengths, however, the Wehrmacht was not the unbeatable force that German propaganda would have had us believe. Indeed it was the seizing, and then retention, of the strategic initiative that gave the Germans victory rather than any inherent tactical superiority.

At the level we are concerned with the German Army was balanced in structure and with a glut of experienced leaders. The flexible approach to orders and task achievement encouraged these leaders to think for themselves and this paid a high dividend, both in terms of military results and the development of leadership and tactical skills.

As well as being well led and trained, this was a force that understood better than any other the importance and effect of combined operations. Even in 1944 the allied air-forces were not operating in tandem with their colleagues on the ground quite so effectively as the Luftwaffe did in 1940 and 1941. Indeed any attempt to reproduce the early campaigns of the war on the tabletop must have a significant aerial representation included.

Despite their successes the Germans were not without fault. At one end of the spectrum their mechanised forces represented the cutting edge in tactical developments, but their comrades in the bulk of the infantry marched into France in exactly the same way as their grandfathers and fathers had in 1870 and 1914.

Indeed the resultant technology gap hampered the panzers' advance whilst they waited for their supports to catch up, leaving them open to counter attacks. The problems encountered in France were multiplied many times over in the expanses of the Soviet Union.

The German Army had an inherent impatience, and did not always cope well with minor reverses on the battlefield. These were not supermen, but ordinary troops who, when well led were capable of achieving great results. However they were given a number of bloody noses during these early years of the war by forces significantly smaller than them, who just refused to subscribe to the Germans' own myth of military superiority.

## **Author's Introduction:**

I had been looking to model forces for the 1939 September War campaign for some time but, being someone who likes to have things handed to them on a plate, had been waiting for the v3 Blitzkrieg! theatre supplement to arrive before starting to buy figures. Until, that is, I got fed up waiting and decided to produce IABSM v3-specific lists myself.

The main impetus behind this project was the superb September 1939 campaign army lists for Flames of War that appear on the Anatoli's Game Room blog. Their author, Alexander, gave me permission to use his work as the basis for a set of IABSM lists which, combined with my own (much more limited) research, appear in this pdf.

So this pdf is a combination of Richard Clarke's v2 lists, Anatoli's extensive research, and my limited contribution. Any errors or inconsistencies are mine and mine alone.

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## INFANTRY COMPANY

The Polish campaign was not the motorized Blitzkrieg history often describes it as. In truth a majority of Germany's troops were regular infantry marching on foot, their guns towed by horse limbers and the infantry organization had not yet been fully modernized with the amount of machineguns per squad that would vastly improve the combat effectiveness of German infantry in France.

### Company HQ

One Big Man (Level IV)

### 1st Platoon

One Big Man (Level III)  
Three rifle squads, each with ten men

### 2nd Platoon

One Big Man (Level III)  
Three rifle squads, each with ten men

### 3rd Platoon

One Big Man (Level III)  
Three rifle squads, each with ten men

## BATTALION SUPPORT UNITS

### HMG Platoons

One Big Man (Level II)  
Four HMG, each with five crew

### Mortar Platoon

Fire from up to six 8cm GW34 mortars represented on table by an FO team

## REGIMENT SUPPORT UNITS

### Anti-Tank Gun Platoon

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

### Infantry Scout Platoon (R)

One Big Man (Level III)  
Two Scout squads, each with eight men, that may be mounted as cavalry

### Infantry Gun Platoon

Two 7.5cm IeIG 18 infantry guns, each with four crew, towed by horse-drawn limbers

### Heavy Infantry Gun Platoon

Two 15cm sIG 33 infantry guns, each with four crew, towed by horse-drawn limbers

### Pioneer Platoon

One Big Man (Level II)  
Three engineer squads with ten men each. Any or all ten-man engineer squads may be converted to an eight-man squad accompanied by a two-man flamethrower team.  
Three Opel Blitz 3-tonne trucks, perhaps with one Opel Blitz Pioneer supply truck.

**SS ADGZ Platoon**

One Big Man (Level II)  
Two ADGZ Armoured Cars

**DIVISION SUPPORT UNITS****Anti-Tank Gun Platoons**

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

**Kradschutzen Platoon (R)**

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

**Infantry PanzerSpah Platoon (R)**

One Big Man (Level III)  
Three SdKfz 221 armoured cars

**Luftwaffe Light AA Platoon**

Three SdKfz 10/5 half-tracks

**Luftwaffe Heavy AA Platoon**

Off-table direct fire from two 8.8cm FlaK36 AA Guns, towed by SdKfz 7 half-tracks

**Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt Me-109 fighters

**Air Support**

Possible air support from Junkers Ju-87 "Stuka" dive bombers

**Light Armoured Car Platoon (R)**

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

**Light Armoured Car Platoon (R)**

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

**Heavy Armoured Car Platoon (R)**

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

**Light Tank Company**

Any light tank company or platoons from any type of light tank company

**Light Artillery Battery**

Fire from up to four 105mm leFH 18 guns represented on table by an FO team  
*Would be towed by horse-drawn limbers*

**Heavy Artillery Battery**

Fire from up to four 150mm sFH 18 guns represented on table by an FO team  
*Would be towed by horse-drawn limbers*

**Armoured Train**

Support form an armoured train

## Notes

The Polish campaign was not the motorized Blitzkrieg history often describes it as.

In truth, the majority of Germany's troops were regular infantry marching on foot, their guns towed by horse limbers and the infantry organization had not yet been fully modernized with the amount of machineguns per squad that would vastly improve the combat effectiveness of German infantry in France.

### Heer and SS Units

You can mix Heer and SS units within the same tabletop force provided that the core *Infantrykompanie* (i.e. the Company command and at least two infantry platoons) belong to the same organisation.

You can thus field a Heer *Infantrykompanie* that has Heer or SS supports; or an SS *Infantrykompanie* that has Heer or SS supports.

### Adding Mobility

Any Big Men may be mounted as cavalry.

HMGs and Medium Mortars may have access to horse-drawn wagons as transport.

### On-table Medium Mortars

If on-table, each medium mortar has five crew.

### **SS ADGZ Armoured Cars**

The Polizei-Panzerkampfwagen ADGZ or M32 Mittlere Panzerwagen was designed in Austria in 1934 by Austro-Daimler Puchwerke AG. The production was taken over by Steyr which continued the production between 1935-37. A total of 26 vehicles were produced in this period, all of which were taken over by German and handed to the SS where it got the designation PzKpfw Steyr ADGZ.



The ADGZ had a crew of 6 and was armed with a KwK 35 L/45 20mm gun as well as 3 MG34 machineguns; one Co-ax MG, one front facing hull MG and one rear facing hull MG. The armour was 11mm thick, the interesting thing about the design of the ADGZ was that it did not really have a "rear" since it was fully capable of normal driving using both the front and rear driving compartment.

SS and German militia units used ADGZ vehicles in their attack on the Polish post office in Gdansk, famously depicted in German propaganda reels from the time.

## MOTORISED (SCHUTZEN) COMPANY

German motorised units are made up of the best recruits, and are well equipped and well-armed: each squad having two LMG teams. These companies are able to keep steady pace with both Panzers and motorcycle troops.

### Company HQ

One Big Man (Level IV) in motorcycle/sidecar combination

### 1st Platoon

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### 2nd Platoon

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### 3rd Platoon

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### HMG Platoon

One Big Man (Level II)  
Four HMG, each with five crew  
Four Kfz 70 trucks, one Kfz 15 field car

## BATTALION SUPPORT UNITS

### HMG Platoon

One Big Man (Level II)  
Four HMG, each with five crew  
Four Kfz 70 trucks, one Kfz 15 field car

### Mortar Platoon

Fire from up to six 8cm GW34 mortars represented on table by an FO team

### Kradschutzen Platoon (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### Motorised Infantry Gun Platoon

Two 7.5cm IeIG 18 infantry guns, each with four crew, towed by Kfz 70 trucks

### Motorised Anti-Tank Gun Platoon

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

### Light Pioneer Platoon

Three engineer squads of ten men each; mounted in four Kfz 15 field cars, six Kfz 70 trucks, and possibly with another Kfz 70 as a supply truck



## BATTALION SUPPORT UNITS

### Motorised Anti-Tank Gun Platoons

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### Light Armoured Car Platoon (R)

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

### Light Armoured Car Platoon (R)

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

### Heavy Armoured Car Platoon (R)

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

### Light Tank Company

Any light tank company or platoons from any type of light tank company

### Light Trucked Tank Company

A light trucked tank company or platoons from the light trucked tank company

### Medium Tank Company

A medium tank company or platoons from a medium tank company

### Air Support

Possible air support from Junkers Ju-87 "Stuka" dive bombers

### Air Support (Anti-Aircraft only)

Possible air support from Messerschmitt Me-109 fighters

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

### Motorised Heavy Artillery Battery

Fire from up to four 150mm sFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

## Notes

### The Kfz 70

German motorized infantry travelled in a Krupp-Protze (Kfz 70), a vehicle which was mainly designed for towing the PaK36 ant-tank gun and transporting infantry.



The Krupp-Protze was of relatively advanced design. It was mass-manufactured between 1933 and 1941, a total of 7000 vehicles were produced during this period. Its fuel consumption was relatively high (24 Liters / 100 km on road) in comparison to the comparable Opel Blitz 1.5 t truck (16.5 liters / 100 km).

It was also slower than the Opel Blitz, capable of travelling at a top speed of 70km/h, where the Opel Blitz had a top speed of 85km/h.

### On-table Medium Mortars

If on-table, each medium mortar has five crew and is carried in a Kfz 70 truck; with a Kfz 15 field car and a motorcycle sidecar combination for the command and FO teams.

### The MG 34

The versatile MG 34 was arguably the finest machine gun in the world at the time of its adoption and deployment with the German Army.

It entered service in great numbers following Hitler's repudiation of the Versailles Treaty in 1935, and was first tested by German troops aiding Franco's Nationalists in the Spanish Civil War.

The MG 34 combined four substantial advantages over other machine guns: 1. mobility, being light enough to be carried by a single soldier; 2. an astonishing rate of fire of up to 800 to 900 rounds per minute; 3. the ability of the gun to sustain that fire; and 4. an effective range of over 2,000 meters.



## GEBIRGSJAEGER COMPANY

Germany invaded Poland with 3 Gebirgsjäger divisions, all of whom were assigned to Army Group south and supported both the German and Slovak attack over the mountainous southern Polish border.

### Gebirgsjaeger Company HQ

One Big Man (Level IV)

### 1st Gebirgsjaeger Platoon

One Big Man (Level III)

One light mortar team with two crew

Three rifle squads, each with ten men

Two HMG, each with five crew

### 2nd Gebirgsjaeger Platoon

One Big Man (Level III)

One light mortar team with two crew

Three rifle squads, each with ten men

Two HMG, each with five crew

### 3rd Gebirgsjaeger Platoon

One Big Man (Level III)

One light mortar team with two crew

Three rifle squads, each with ten men

Two HMG, each with five crew

### Gebirgsjaeger HMG Platoon

One Big Man (Level II)

Four HMG, each with five crew

## BATTALION SUPPORT UNITS

### Gebirgsjaeger Scout Platoon (R)

One Big Man (Level III)

Two Scout squads, each with eight men, that may be mounted as cavalry

### Gebirgsjaeger Mortar Platoon

Fire from up to six 8cm GW34 mortars represented on table by an FO team

### Gebirgsjaeger Infantry Gun Platoon

Two 7.5cm IeIG 18 infantry guns, each with four crew, towed by horse-drawn limbers

### Gebirgsjaeger Pioneer Platoon

One Big Man (Level II)

Three engineer squads with ten men each.

One pioneer supply wagon.

## DIVISION SUPPORT UNITS

### Anti-Tank Gun Platoons

One Big Man (Level III)

Four 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

### Gebirgschutz Battery

Fire from up to four 75mm Geb 36 guns represented on table by an FO team  
*Would be towed by horse-drawn limbers*

### Gebirgsjaeger Heavy Artillery Battery

Fire from up to four 150mm sFH 18 guns represented on table by an FO team  
*Would be towed by horse-drawn limbers*

## DIVISION SUPPORT UNITS CONT.

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt Me-109 fighters

### **Air Support**

Possible air support from Junkers Ju-87 "Stuka" dive bombers

## SLOVAK SUPPORT UNITS

### **LT vz.35 Tank Platoon**

One Big Man (Level II)  
Five LT vz.35 tanks

### **Slovak Motorised Infantry Platoon**

One Big Man (Level II) in Praga truck  
Three motorised infantry sections, each with eight men and a Praga truck

### **OA vz.30 Platoon (R)**

One Big Man (Level II)  
Three OA vz.30 armoured cars

## Notes

Germany invaded Poland with three Gebirgsjäger divisions, all of whom were assigned to Army Group south and supported both the German and Slovak attack over the mountainous southern Polish border.

The Gebirgsjäger were the true elite of German infantry, almost all of the Gebirgsjäger were old Austrian mountain troops, trained under hard conditions to be able to operate in the mountainous regions separating Austria from Italy – originally they were meant to defend Austrian borders from the Italian Alpini troops.

### **On-table Medium Mortars**

If on-table, each medium mortar has five crew. In terms of transport, the medium

mortar platoon would have one horse-drawn limber for every two medium mortars.

### **Favourable Terrain**

Gebirgsjaeger use the Favourable Terrain rule (2.2.6) to give them a bonus when moving in mountainous terrain.

### **Mountain Guns**

The 7.5 cm Gebirgsgeschütz 36 (7.5 cm Geb 36) was a 7.5 cm (3.0 in) German mountain gun used during WW2. At least 1193 were built between 1938 and 1945. It was the standard light mountain gun of the German mountain divisions.

## PIONEER COMPANY

One cannot underestimate the importance of German combat engineers. Their efforts, overshadowed by more glamorous troop types, helped move entire German armies forward.

### Company HQ

One Big Man (Level III)

### 1st Platoon

One Big Man (Level II)  
Three engineer squads with ten men each. Any or all ten-man engineer squads may be converted to an eight-man squad accompanied by a two-man flamethrower team

### 2nd Platoon

One Big Man (Level II)  
Three engineer squads with ten men each. Any or all ten-man engineer squads may be converted to an eight-man squad accompanied by a two-man flamethrower team

### 3rd Platoon

One Big Man (Level II)  
Three engineer squads with ten men each. Any or all ten-man engineer squads may be converted to an eight-man squad accompanied by a two-man flamethrower team

## DIVISION SUPPORT UNITS

### Kradschutzen Platoon (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### Infantry Anti-Tank Gun Platoons

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

### Infantry Platoon

One Big Man (Level III)  
Three rifle squads with ten men each

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### Air Support

Possible air support from Junkers Ju-87  
"Stuka" dive bombers

### Air Support (Anti-Aircraft only)

Possible air support from Messerschmitt  
Me-109 fighters

### Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO team  
*Would be towed by horse-drawn limbers*

### Heavy Artillery Battery

Fire from up to four 150mm sFH 18 guns  
represented on table by an FO team  
*Would be towed by horse-drawn limbers*

## Notes

One cannot underestimate the importance of German combat engineers. Their efforts overshadowed by more glamorous troop types, the *Pionierkompanies* helped move entire German armies forward. Not only did they help their divisions cross rivers where there were no bridges (or where the defender had destroyed them), they were also well equipped and trained for the task of storming and destroying defensive positions.

German combat engineers would break the stalemate at the battle of Wizna, where German infantry and Panzers had failed. Storming forward with explosive charges fastened on long sticks, the combat engineers silenced the Polish bunkers one by one, finally allowing the 19th Panzer Corps to advance after having been stalled for 3 days by what had seemed a token force of defenders.

### **Flammenwerfer 35**

The Flammenwerfer 35, or FmW 35 (flame thrower) was a one-man German flamethrower used during World War II to clear out trenches and buildings. It could project fuel up to 25 metres from the user.

It weighed 35.8 kilograms (79 lb), and held 11.8 litres (2.6 imp gal; 3.1 US gal) of flaming oil, (Flammöl 19), petrol mixed with tar to make it heavier and to give it better range, which was ignited by a hydrogen torch providing about 10 seconds of continuous use. The firing

device is activated at the same time with the Selbstschlussventil and is inside the protective pipe.

The Flammenwerfer 35 was produced until 1941, when the lighter, slightly redesigned Flammenwerfer 41 began replacing it.

## CAVALRY COMPANY

The 1st Cavalry Brigade was made up of units that had not yet been converted to motorised regiments. The brigade crossed the border on September 1st and fought through to September 16th in the area of the rivers Narew and Bug.

### Company HQ

One Big Man (Level IV)

### 1st Platoon

One Big Man (Level III)

Three cavalry squads with eight men each

### 2nd Platoon

One Big Man (Level III)

Three cavalry squads with eight men each

### 3rd Platoon

One Big Man (Level III)

Three cavalry squads with eight men each

### HMG Platoon

One Big Man (Level II)

Two HMG, each with 5 crew mounted on horses

### Cavalry Infantry Gun Platoons

Two 7.5cm IeG 18 infantry guns, each with four crew, towed by horse-drawn limbers

### Cavalry Mortar Platoon

Fire from up to six 8cm GW34 mortars represented on table by an FO team

### Light Armoured Car Platoon (R)

One Big Man (Level III)

Six SdKfz 221 armoured cars

*Operate in two patrols, each of three SdKfz 221 armoured cars*

### Cavalry Pioneer Platoon

Three engineer squads of ten men each, mounted on horses; a number of pioneer supply wagons.

## BRIGADE SUPPORT UNITS

### Cavalry HMG Platoon

One Big Man (Level II)

Three HMG, each with 5 crew, carried in horse-drawn wagons

### Cavalry Anti-Tank Gun Platoon

One Big Man (Level III)

Three 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

## DIVISION SUPPORT UNITS

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### Light Armoured Car Platoon (R)

One Big Man (Level III)

Four SdKfz 222 armoured cars

Four SdKfz 221 armoured cars

*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

**Cavalry Cyclist Platoons**

One Big Man (Level II)  
Two bicycle squads, each of eight men, plus a light mortar team of two men, all mounted on bicycles

**Cavalry Light Artillery Battery**

Fire from up to four 75mm FK16 nA guns represented on table by an FO team  
*Would be towed by horse-drawn limbers*

**Air Support**

Possible air support from Junkers Ju-87 "Stuka" dive bombers

**Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt Me-109 fighters

## Notes

Between 1934 - 38 the Wehrmacht included 18 regiments of cavalry, which formed three divisions and one cavalry brigade. However as the Wehrmacht expanded with more and more motorized vehicles, so too did regiments gradually convert into motorized regiments and became one with the motorized and light divisions. In April 1938 as an experiment, a cavalry brigade was formed, made up of units not yet having become motorized regiments. The brigade was stationed in Insterburg in Eastern Prussia. In August of 1939 the brigade was mobilized and integrated with the 3rd German army of Army Group North.

On September 1st the brigade crossed the Polish border at Peltach and launched an attack on the city of Myszyniec, where it forced the defenders to retreat and took the city.

The following day the 1. Kavallerie-brigade pushed the Polish 42nd Infantry Regiment and 5th Cavalry regiment in the direction of the town of Mława. Continuing their push into Poland the brigade reached the river Narew on September 6th where it

captured a bridgehead from the Polish 116th Infantry Regiment. The Poles counterattacked the same day with elements of their 134th and 115th infantry regiments that forced the German brigade to retreat back across the river.

The following day the brigade regrouped and concentrated an attack against a village near the river Bug where it once again captured a bridgehead for the German army.

The brigade kept fighting until September 16th which saw the end of their operation in Poland. The brigade was then sent to Minsk-Mazowiecki, where it was stationed until October 4th. What remained of the brigade was reorganized into the 1st Cavalry Division and would see more fighting the following year in France.

**On-table Medium Mortars**

If on-table, each medium mortar has five crew and is carried in a horse-drawn wagon. The unit would also have a command and FO team.



## MOTORCYCLE COMPANY

Motorcycle companies, or *Kradschutzenkompanies*, were a cheap way of providing panzer divisions with motorised troops, also adding an extra reconnaissance element into the mix.

### Company HQ (R)

One Big Man (Level IV) in motorcycle/sidecar combination

### 1st Kradschutzen Platoon (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### 2nd Kradschutzen Platoon (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### 3rd Kradschutzen Platoon (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### Motorcycle HMG Platoon (R)

One Big Man (Level II)  
Four HMG, each with five crew mounted on motorcycles

## REGIMENT SUPPORT UNITS

### Light Armoured Car Platoon (R)

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

### Light Armoured Car Platoon (R)

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

### Heavy Armoured Car Platoon (R)

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

### Light Pioneer Platoon

Three engineer squads of ten men each; mounted in four Kfz 15 field cars, six Kfz 70 trucks, and possibly with another Kfz 70 as a supply truck

### **Schutzen Infantry Platoon**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Schutzen Mortar Platoon**

Fire from six 8cm GW34 medium mortars represented on table by an FO Team.

*If on table, each mortar has a crew of five and is carried in a Kfz 70 truck with a Kfz 15 field car for command*

### **Motorised Infantry Gun Platoon**

Two 7.5cm IeIG 18 infantry guns, each with four crew, towed by Kfz 70 trucks

### **Motorised Anti-Tank Gun Platoon**

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

## **DIVISION SUPPORT UNITS**

### **Light Trucked Tank Company**

A light trucked tank company or platoons from the light trucked tank company

### **SS Schutzen Platoon**

One Big Man (Level III)  
Three rifle squads of eight men each; carried in Kfz 70 trucks

### **Luftwaffe Light AA Platoon**

Three SdKfz 10/5 half-tracks

### **Motorised Light Artillery Battery**

Fire from up to four 105mm IeFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

### **Motorised Heavy Artillery Battery**

Fire from up to four 150mm sFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

### **Motorised Anti-Tank Gun Platoon**

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

### **Motorcycle Reconnaissance Platoon (R)**

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

### **Air Support**

Possible air support from Junkers Ju-87 "Stuka" dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt Me-109 fighters



## Notes

Racing ahead of the main armies were the motorcycle companies, seizing towns, villages, bridges and reporting enemy positions.

When the German army decided to raise motorized/mechanized divisions in the 1930s, it found it simply could not afford to provide sufficient trucks to meet its needs. Motorcycles provided a cheap 'quick fix' solution and each panzer division received a motorcycle mounted infantry battalion in addition to its truck mounted infantry regiment to provide its organic infantry component. The motorcycle battalion offered another albeit unexpected advantage; it could bolster the divisional reconnaissance battalion.

These motorcycles moved forward until they found likely enemy positions and then dismounted and continued on foot, as per standard German recon procedure. It should be noted here that the Germans did not rely on armoured cars and standard observation techniques like other nations did but rather on dismounted foot patrols, with the armoured cars generally restricted to providing supporting fire.

This allowed the motorcycle units to be rather effective at this additional task despite their vulnerability to small arms fire.

### **The BMW R12 Motorcycle**

The most common motorcycle used by Kradschutzen troops was the BMW R12:

by May 1941, 36,000 had been delivered to the German army.

The R12 was fitted with a BMW 2-cylinder, 4-stroke engine of 745cc, delivering 18 to 20 horsepower at 3,400 to 4,000rpm. Maximum road speed was listed at 62mph while range was out to 158 miles with its 14 litre internal fuel capacity.

A passenger could be carried over the rear wheel fender on an optional seat positioned directly behind and slightly above the driver. Otherwise this position could be reserved for carrying supplies on a simple optional rack system. Saddlebags could be hitched to the sides of the rear fender. A rounded headlamp illuminated the area ahead for dawn/dusk operations. Characteristic of the brand was its wheel mud covers, straight horizontal handle bars, multi-spoke wheels and its broad, flat sprung driver's seat.

The addition of a sidecar increased ridership to three persons and could offer light battlefield support by mounting either a MG34 or MG42 series 7.92mm general purpose machine gun on a special mount along the sidecar front facing.

The R12 was eventually superseded in the German ranks by the BMW R75 series: a purpose-built military motorcycle with fully-powered sidecar (including heating) that improved upon the frame, function and scope of the original R12. The R75 began replacing R12s during 1942.

## ARMoured CAR RECONNAISSANCE COMPANY

Armoured car reconnaissance companies, or *Panzerspäh schwadrons*, scouted ahead of Heer tank and infantry divisions to locate the enemy. These companies included a variety of armoured cars, motorcycle and motorized troops. The company's vehicle crews have three Actions and therefore a morale of three.

### Company HQ (R)

One Big Man (Level IV)  
One SdKfz 247 command vehicle  
Three SdKfz 221 armoured cars

### 1st (Light Armoured Car) Platoon (R)

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

### 2nd (Light Armoured Car) Platoon (R)

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

### 2nd (Light Armoured Car) Platoon (R)

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

### 3rd (Heavy Armoured Car) Platoon (R)

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoons (R)

One Big Man (Level III)  
One light mortar team of two men  
Three rifle squads of eight men each  
All mounted on motorcycles

## DIVISION SUPPORT UNITS

### Motorised Anti-Tank Gun Platoon

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

### Schutzen Infantry Platoon

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

### **Light Armoured Car Platoon (R)**

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

### **Heavy Armoured Car Platoon (R)**

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**

### **SdKfz 221 & 222 Armoured Car**

Germany had 339 SdKfz 221 and 898 SdKfz 222 armoured cars in Poland.



### **SdKfz 231 6 rad Armoured Car**

Germany fielded a total of 123 SdKfz 231 6-rad armed with 2cm gun and MG-34. Another 28 6-rad vehicles were armed with only an MG-34.



### **SdKfz 232 8 rad Armoured Car**

The SdKfz 232 8-rad was more numerous, with 607 vehicles taking part in the campaign.



## **LSSAH RECONNAISSANCE COMPANY**

During the initial stages of the Invasion of Poland, the Leibstandarte SS Adolf Hitler was attached to the 17. Infanterie-Division and tasked with providing flank protection for the southern pincer manoeuvre. The company's vehicle crews have three Actions and therefore a morale of three.

### **SS Company HQ (R)**

One Big Man (Level IV)  
One SdKfz 247 command vehicle  
Three SdKfz 221 armoured cars

### **1st SS (Light Armoured Car) Platoon (R)**

One Big Man (Level III)  
Six SdKfz 221 armoured cars  
*Operate in two patrols, each of three SdKfz 221 armoured cars*

### **2nd SS (Light Armoured Car) Platoon (R)**

One Big Man (Level III)  
Four SdKfz 222 armoured cars  
Four SdKfz 221 armoured cars  
*Operate in two patrols, each of two SdKfz 222 and two SdKfz 221 armoured cars*

### **3rd SS (Heavy Armoured Car) Platoon (R)**

One Big Man (Level III)  
Three SdKfz 232 armoured cars  
Three SdKfz 231 armoured cars  
*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

## **SUPPORT UNITS**

### **SS Motorcycle Recon. Platoons (R)**

One Big Man (Level III)  
Three rifle squads of eight men each; mounted on motorcycles

### **SS Motorcycle HMG Platoon (R)**

One Big Man (Level II)  
Four HMG, each with five crew mounted on motorcycles

### **SS Motorised Light Artillery Battery**

Fire from up to four 105mm leFH 18 guns represented on table by an FO team  
*Would be towed by SdKfz 11 half-tracks*

### **SS Motorised Anti-Tank Gun Platoon**

One Big Man (Level III)  
Four 3.7cm PaK36 ATGs, each with four crew, towed by Kfz 70 trucks

### **SS Schutzen Infantry Platoon**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **SS Heavy Armoured Car Platoon (R)**

One Big Man (Level III)

Three SdKfz 232 armoured cars

Three SdKfz 231 armoured cars

*Operate in two patrols, one of three SdKfz 231 and one of three SdKfz 232 armoured cars*

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt Me-109 fighters

### **Air Support**

Possible air support from Junkers Ju-87 "Stuka " dive bombers

## **Notes**

During the initial stages of the Invasion of Poland, the Leibstandarte SS Adolf Hitler was attached to the 17.Infanterie-Division and tasked with providing flank protection for the southern pincer maneuver. The regiment was involved in several battles against Polish cavalry brigades attempting to hit the flanks of the German advance. At Pabianice, a town near Łódź, the LSSAH fought off elements of the Polish 28th Infantry Division and the Wołyńska (Volhynian) Cavalry Brigade in close combat.

After the success at Pabianice, the LSSAH was sent to the area near Warsaw and attached to the 4.Panzer-Division under Generaloberst Georg-Hans Reinhardt. The unit saw action preventing encircled Polish units from escaping, and repelling several desperate attempts by other Polish troops to break through German lines.

SS formations provided their own reconnaissance companies and offered the only real armoured support for the SS since they did not have access to any tanks of their own during the invasion of Poland.

### **The SdKfz 247 Command Vehicle**

The SdKfz 247 was an armoured command car used by Germany during the early stages of WW2. Ten were built before the war of a six-wheeled model (Ausf. A): this is the model that saw service in Poland. Around 60 vehicles of a 4 wheeled version (Ausf.B ) would be built at later stages during the war.



The SdKfz 247 had an open-topped, thinly armored body placed on a wheeled chassis. It was unarmed as its six-man crew was not intended to fight; rather it was intended for use by the commanders of motorcycle and motorized reconnaissance battalions, although oddly neither version was fitted with any radios.

## LIGHT TANK COMPANY

The *Leichte Panzerkompanie* formed the backbone of the German panzer divisions taking part in the Polish invasion. These numerous companies were made up of light tank platoons containing a mix of Panzer I and Panzer II tanks. Tank companies were supported by a small number of the newly formed halftrack infantry (Panzerschützen), light artillery, pioneers and included reconnaissance and AA elements. Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in  
Panzerbefehlswagen command vehicle  
Two Panzer II C tanks  
One Panzer I tank  
One SdKfz 9 Recovery vehicle

### 1st (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 2nd (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 3rd (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 4th (Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each;  
mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each;  
mounted in four Kfz 15 field cars, six Kfz  
70 trucks, and possibly with another Kfz  
70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and  
three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO in  
motorcycle sidecar combo

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks



### **Panzerschutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Four SdKfz 251/1 half-tracks

### **Schutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**

While their tanks were easy pickings for Polish AT guns, the Leichte Panzerkompanie still enjoyed their numerical and tactical superiority and were able to perform their missions well enough.

After the Polish campaign the structure of these companies changed as a greater number of medium tanks became available.

While being referred to as a tank, the Pz I actually had more in common with the Polish tankette. Both had thin armour, a two man crew and were only armed with machineguns.

Germany fielded roughly 1500 Panzer I and 1200 Panzer II tanks during the Polish invasion.

### **Panzer I Tank**

Design of the Panzer I began in 1932 and mass production in 1934. Intended only as a training tank to introduce the concept of armored warfare to the German Army,

the Panzer I saw combat in Spain during the Spanish Civil War, in Poland, France, the Soviet Union and North Africa during the Second World War.



The Panzer I's performance in combat was limited by its thin armour and light armament of two general purpose machine guns. As a design intended for training, the Panzer I was not as capable as other light tanks of the era, such as the Soviet T-26 or Polish 7TP.

Although weak in combat, it formed a large portion of Germany's tank strength in numbers and was used in all major German campaigns between September 1939 and December 1941.

## LIGHT TANK COMPANY A

The Leichte Panzerkompanie "A" provided the German 2nd - 5th Panzer divisions with medium and heavy tank support. Generally one third of the Panzer companies during the invasion of Poland were of this type.

Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in  
Panzerbefehlswagen command vehicle  
Seven Panzer I tanks  
One SdKfz 9 Recovery vehicle

### 1st (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Two Panzer III tanks

### 2nd (Panzer IV) Platoon

One Big Man (Level III) in Panzer IV tank  
Six Panzer IV A tanks  
(may upgrade to Panzer IV B or C tanks)

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each;  
mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each;  
mounted in four Kfz 15 field cars, six Kfz  
70 trucks, and possibly with another Kfz  
70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and  
three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO in  
motorcycle sidecar combo

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### Panzerschutzen Infantry Platoons

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and  
two LMGs each  
Four SdKfz 251/1 half-tracks

### Schutzen Infantry Platoons

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and  
two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**

A Panzerkompanie "A" had a large headquarter section made up of one Befehlspanzer and seven Panzer I tanks.

It had just a two platoons of tanks, these were a platoon of three Panzer III tanks, and the other was a platoon of six Panzer IV tanks.

### **The Panzerbefehlswagen**

The SdKfz 265, also known as *Panzerbefehlswagen*, was the German Army's first purpose-designed command tank, and the primary German command tank in service at the beginning of World War II. Converted from the Panzer I Ausf. B, the SdKfz 265 was to see considerable action during the early years of the War.



The SdKfz 265 was designed to fulfil a growing need within the German Army for a command tank, following the realization that the leaders of a massive panzer formation would themselves have to travel in a tank of some type. This vehicle would have to carry extra equipment and

personnel to assist the field commander in his duties.

In 1935 Krupp engineers offered a command tank design based on the existing Panzer I Ausf. B training tank chassis. The Ausf. B was a turretless chassis version of the Panzer I designed solely to train tank drivers, and lent itself easily to conversion into a command vehicle.

### **Panzer II Tank**

Armed with a 20mm main gun and a MG-34 machinegun the Pz.II Ausf. A-D served as the main German battle tank in Poland. The Ausf.C was the main production vehicle, with the Ausf.D being modified for reconnaissance duty.

Some 1,200 tanks of all four models took part in the campaign.

## LIGHT TRUCKED TANK COMPANY

The light trucked tank company, *Verlastete Panzerkompanie*, were, as the name suggests, tanks transported on trucks. Trucks proved in many cases to be more reliable and offered faster transport of Panzers to the frontline. Once close enough to the enemy, the tanks rolled off the trucks and went into battle on their own tracks. Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in Panzerbefehlswagen command vehicle  
Two Panzer II C tanks  
One Panzer I tank  
One SdKfz 9 Recovery vehicle

### 1st (Trucked Panzer I) Platoon

One Big Man (Level III) in Panzer I tank  
Four Panzer I tanks

### 2nd (Trucked Panzer I) Platoon

One Big Man (Level III) in Panzer I tank  
Four Panzer I tanks

### 3rd (Trucked Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

### 4th (Trucked Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each; mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each; mounted in four Kfz 15 field cars, six Kfz 70 trucks, and possibly with another Kfz 70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoons (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns represented on table by an FO in motorcycle sidecar combo

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each; mounted on motorcycles

### Schutzen Infantry Platoons

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### Air Support

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### Air Support (Anti-Aircraft only)

Possible air support from Messerschmitt Me-109 fighters

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

## Notes

Many German Panzer regiments during September 1939 were organized around the regimental structure of one Leichte Panzerkompanie, one Verlastete Panzerkompanie and one Leichte Panzerkompanie A. There were variations, but this was by far the most common configuration.



*Panzer I*

The light trucked tank company, *Verlastete Panzerkompanie*, were, as the name suggests, tanks transported on trucks. Trucks proved in many cases to be more reliable and offered faster transport of Panzers to the frontline. Once close enough to the enemy, the tanks rolled off

the trucks and went into battle on their own tracks.

The support for Panzer formations was also typical in structure and composition.

The difference of support units, whenever present, was more about the quantity rather than different troop types. Some Panzer divisions had a larger amount of Kradschützen, others had more motorized infantry. The artillery support, pioneers, AA capabilities on the other hand were identical.



*Panzer II*

Indeed what really set the companies apart was the type of tanks included and how they were organized.

## LIGHT TANK COMPANY FROM 1ST LIGHT TANK DIVISION

The first light tank division was equipped with the Czech LT vz.35 tank, or as the Germans would call it, the Pz35(t). Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in Panzer 35(t)  
One Panzer 35(t) tank  
One SdKfz 9 Recovery vehicle

### 1st (Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

### 2nd (35t) Platoon

One Big Man (Level III) in Panzer 35(t) tank  
Four Panzer 35(t) tanks

### 3rd (35t) Platoon

One Big Man (Level III) in Panzer 35(t) tank  
Four Panzer 35(t) tanks

### 4th (35t) Platoon

One Big Man (Level III) in Panzer 35(t) tank  
Four Panzer 35(t) tanks

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each;  
mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each;  
mounted in four Kfz 15 field cars, six Kfz  
70 trucks, and possibly with another Kfz  
70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and  
three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO in  
motorcycle sidecar combo

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### **Panzerschutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Four SdKfz 251/1 half-tracks

### **Schutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**

Alongside its five Panzer divisions Germany also fielded four so-called Light Panzer divisions. Two of these formations were largely made up of superior quality Czech tanks.



The First Light Tank Division was equipped with the Czech LT vz.35 tank, or as the Germans would call it Pz35(t). This was an excellent tank in many respects, though early models were somewhat unreliable. The problems were fixed in subsequent

German produced series, but were still present during the Polish campaign.

Two hundred Pz35(t) tanks took part in the invasion of Poland. They fought in several battles, among them the largest battle of the September Campaign: the battle of Bzura. Only eleven of these tanks were destroyed during the campaign.

## LIGHT TANK COMPANY FROM 3RD LIGHT TANK DIVISION

The third light tank division was equipped with the Czech LT vz.38 tank, or as the Germans would call it, the Pz38(t). Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in Panzer 38(t)  
One Panzer 38(t) tank  
One SdKfz 9 Recovery vehicle

### 1st (Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

### 2nd (38t) Platoon

One Big Man (Level III) in Panzer 38(t) tank  
Four Panzer 38(t) tanks

### 3rd (38t) Platoon

One Big Man (Level III) in Panzer 38(t) tank  
Four Panzer 38(t) tanks

### 4th (38t) Platoon

One Big Man (Level III) in Panzer 38(t) tank  
Four Panzer 38(t) tanks

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each;  
mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each;  
mounted in four Kfz 15 field cars, six Kfz  
70 trucks, and possibly with another Kfz  
70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and  
three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO in  
motorcycle sidecar combo

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks



### **Panzerschutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Four SdKfz 251/1 half-tracks

### **Schutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**



and had produced 98 tanks of model A by September 1939.

All available 38(t) tanks took part in the invasion of Poland and fifty-nine of these tanks took part in the Battle of Bzura.

Campaign losses of the Panzer 38(t) amounted to seven vehicles.

Alongside its five Panzer divisions Germany also fielded four so-called Light Panzer divisions. Two of these formations were largely made up of superior quality Czech tanks.

The Third Light Tank Division was equipped with the Czech LT vz.38 tank, or as the Germans would call it Pz38(t). This was a superior tank model compared to many contemporary designs of that time.

Only three vehicles had been manufactured by 1938 by the Czechs, but when Germany occupied the country they started a serial production of this vehicle

## MEDIUM TANK COMPANY

The Mittlere Panzerkompanie was only present in Panzerdivision 1. This company was equipped with the Panzer III medium tank, supported by a platoon of Panzer II tanks. Their crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in Panzer III tank  
One Panzer III tank  
One SdKfz 9 Recovery vehicle

### 1st (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Four Panzer III tanks

### 2nd (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Four Panzer III tanks

### 3rd (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Four Panzer III tanks

### 4th (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Four Panzer III tanks

## BATTALION SUPPORT UNITS

### Motorcycle Reconnaissance Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each;  
mounted on motorcycles

### Light Pioneer Platoon

Three engineer squads of ten men each;  
mounted in four Kfz 15 field cars, six Kfz  
70 trucks, and possibly with another Kfz  
70 as a supply truck

## DIVISION SUPPORT UNITS

### Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and  
three SdKfz 222, armoured cars

### Motorised Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO in  
motorcycle sidecar combo

### Luftwaffe Light AA Platoon

Three SdKfz 10/5 half-tracks

### **Panzerschutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Four SdKfz 251/1 half-tracks

### **Schutzen Infantry Platoons**

One Big Man (Level III)  
One light mortar team with two crew  
Three rifle squads with eight men and two LMGs each  
Seven Kfz 70 trucks, one Kfz 15 field car

### **Air Support**

Possible air support from Junkers Ju-87  
"Stuka " dive bombers

### **Air Support (Anti-Aircraft only)**

Possible air support from Messerschmitt  
Me-109 fighters

## **Notes**

The Panzer III tanks from 1st Panzerdivision's Medium Tank Company may be any of the various marks of Panzer III, A through to E.

### **Panzer III**

Germany had only 120 Panzer III tanks of models A-E taking part in the invasion of Poland. This made the Panzer III the rarest German manufactured tank during the campaign.

Early models A-C of the Panzer III had weak armour ranging from just 15mm at

the front and 10mm at the sides. Later models D and E increased the armour with 30mm front and 20mm side armour.

The early versions of the Panzer III also had a weak engine, making the top speed of the Panzer III around 30km/h. The D and E versions received an improved engine that allowed the Panzer III to drive 40km/h.

Sixty-seven Panzer III tanks were lost during the Polish campaign.



## PANZERDIVISION "KEMPF"

Attached to 1st Corps of the 3rd German Army of Army Group North, Panzerdivision Kempf was an experimental formation featuring a mix of tanks and including SS infantry in support. The division's tank crews have three Actions and therefore a morale of three.

### Company HQ

One Big Man (Level IV) in Panzerbefehlswagen command vehicle  
Two Panzer II C tanks  
One Panzer I tank  
One SdKfz 9 Recovery vehicle

### 1st (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 2nd (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 3rd (Light Panzer) Platoon

One Big Man (Level III) in Panzer II C tank  
Two Panzer II C tanks  
Two Panzer I tanks

### 3rd (Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

### 4th (Panzer II) Platoon

One Big Man (Level III) in Panzer II C tank  
Four Panzer II C tanks

### 4th (Panzer III) Platoon

One Big Man (Level III) in Panzer III tank  
Two Panzer III tanks

## BATTALION SUPPORT UNITS

### SS Motorcycle Recon. Platoon (R)

One Big Man (Level III)  
Three rifle squads of eight men each; mounted on motorcycles

### SS Verfügungstruppe Platoons

One Big Man (Level III)  
Three rifle squads of eight men each; carried in Opel Blitz trucks

### SS Light Panzerspah Platoon (R)

One Big Man (Level III)  
Six SdKfz 221, or three SdKfz 221 and three SdKfz 222, armoured cars

### SS Infantry Gun Platoon

Two 7.5cm IelG18 infantry guns, each with four crew each, towed by horse-drawn limbers or represented on table by an FO team

### SS Anti-Tank Gun Platoon

One Big Man (Level III)  
Three 3.7cm PaK36 ATGs, each with four crew, towed by horse-drawn limbers

### Light Pioneer Platoon

Three engineer squads of ten men each; mounted in four Kfz 15 field cars, six Kfz 70 trucks, and possibly with another Kfz 70 as a supply truck

## DIVISION SUPPORT UNITS

### Panzer IV Platoon

One Big Man (Level III) in Panzer IV tank  
Two Panzer IV tanks  
*Tanks may be A or B/C*

### Air Support

Possible air support from Junkers Ju-87  
"Stuka" dive bombers

### Air Support (Anti-Aircraft only)

Possible air support from Messerschmitt  
Me-109 fighters

### SS Light Artillery Battery

Fire from up to four 105mm leFH 18 guns  
represented on table by an FO team

### SS Heavy Artillery Battery

Fire from up to four 150mm sFH 18 guns  
represented on table by an FO team

## Notes

Germany had 5 regular Panzer divisions, 4 Light panzer divisions and one additional half strength division called "Panzerdivision Kempf", named after its commander General Werner Kempf. It was attached to 1st Corps of the 3rd German Army belonging to Army Group North.

This was an unusual formation as it featured a mix of Pz I-IV tanks, and included SS infantry from "SS Deutschland" in support. The formation was an experiment which was disbanded by the end of the campaign.

The 7th Panzer regiment that formed the backbone of this division counted 61x PzI, 81x PzII, 3x Pz III, 9x Pz IV and 10x Befehlspanzer tanks. It was backed up by SS anti-tank guns, SS artillery batteries, and SS infantry.

The division suffered heavy losses in tanks and infantry as it took part in the attack at the Polish defensive lines at Mlawa from September 1-3rd. The Polish defences at Mlawa were in good condition and included both trenches and 40 bunkers, though many bunkers had not yet been fully finished at the outbreak of the war. Several attacks were launched by the Germans, but repeatedly repelled by Polish AT gun fire.

When the defenders finally withdrew on September 4th Panzerdivision Kempf had lost 72 of their tanks, and the German infantry divisions had suffered 1,800 killed, 3,000 wounded and 1,000 missing in the carnage. The two Polish infantry divisions that had defended the location had lost 1,200 dead and 1,500 wounded.

So badly battered were the Germans that they were unable to pursue the Poles who withdrew down to the Modlin fortress. Panzerdivision Kempf would arrive there on September 13th and continue the fighting.

### **The SS Verfügungstruppe**

The SS-VT was formed on 24 September 1934 from a merger of various Nazi and paramilitary formations and was to be made up of three regiments modelled on the infantry regiments of the German Army and according to their regulations.

Each regiment would contain three battalions, a motorcycle company and mortar company. The unit was officially designated SS-Verfügungstruppe or "Dispositional troops" i.e. troops at the personal disposal of the Führer. The formation was to be placed at the "disposal" of the army in time of war.

The SS-VT trained alongside Hitler's personal body guard the Leibstandarte Adolf Hitler (LAH), which after 13 April 1934, was known as the Leibstandarte SS Adolf Hitler (LSSAH).

The SS-VT regiments Deutschland and Germania, along with the Leibstandarte, participated in the invasion of Poland. In September 1939, a combined unit of SS-VT and Heer troops conducted operations as the Panzer Division "Kempf" during the invasion of Poland.

Events during the invasion raised doubts over the combat effectiveness of the SS-VT. Their willingness to fight was never in any doubt; at times they were almost too

eager to fight. The Oberkommando der Wehrmacht (High Command of the Armed Forces) reported that the SS-VT had unnecessarily exposed themselves to risks and acted recklessly, incurring heavier losses than Army troops. They also stated that the SS-VT were poorly trained and its officers unsuitable for command.

In its defence, the SS-VT insisted that it had been hampered by fighting as piecemeal instead of a solid formation, and being improperly equipped to carry out what had been required of them.

Heinrich Himmler insisted that the SS-VT should be allowed to fight in its own formations, under its own commanders, while the OKW tried to have the SS-VT disbanded altogether. Hitler chose a different path. He ordered that the SS-VT form its own divisions but that the divisions would be under regular army command.

## RATING YOUR GERMAN FORCE

To quote Richard Clarke in the IABSM v2 Blitzkrieg theatre supplement: “it is difficult to differentiate between German troops at this period as their Army was homogenously solid in its nature. I for one do not particularly rate the SS above the Wehrmacht at this stage of the war”.

Note that squads with two LMGs (such as some schutzen squads) add one dice when firing.

Infantry Types/Actions	0	1	2	3	4
Line Infantry	1, 2, 3	4, 5	6, 7	8, 9, 10	~
Schutzen/Kradschutzen/Scouts	1, 2	3	4, 5, 6	7, 8	~
Gebirgsjaeger/Elite Troops	1, 2	3	4, 5, 6	7, 8, 9	10
Cavalry	1, 2, 3	4	5, 6	7, 8	~
Pioneers	1, 2, 3, 4	5, 6	7, 8, 9	10	~

German anti-tank weapon crews have three Actions.

Most German vehicle crews have three Actions and therefore a morale of three.

Anti-Tank Weapons	0-4"	4-8"	8-12"	12-16"	16-24"
Infantry Squad	2	~	~	~	~
PzB 38 Anti-Tank Rifle	5	4	3	3	2
MMG/HMG	4	4	3	3	2

### The PzB 38 Anti-Tank Rifle

The German PzB 38 anti-tank rifle was developed in the late 30's. It was difficult to manufacture because of the complicated vertical breech block mechanism, and only a small number were built in 1939: only 62 of these weapons were used by German troops during the invasion of Poland.

The rifle was 161.5 cm long and weighed 15.9 kg. It used a specifically designed cartridge with a standard caliber of 7.9 mm, but a very large 94 mm casing (nominal 7.92x94mm). It could penetrate up to 25mm of armour at the distance of 300 meters.

If some of the 62 rifles used feature in your German force for 1939, they should be carried by a two-man crew and attached to the Company HQ element of any of the various types of infantry company. The PzB 38 takes one Action to re-load, so with its three Actions may only fire one aimed shot and one snap shot per turn. If a double is rolled when firing, the team has just one round remaining i.e. can take only one more shot before being out of ammunition for the rest of the game.

## **Adding Big Men**

The force guidelines show you what the basic number and level of Big Men you should have with any force. As a general guideline, you should have one Big Man available for each front line fighting platoon and their direct supports. Artillery used in a direct fire, anti-tank role could be given a Big Man.

## **Stacking the Deck**

One card will be included in the pack for each Platoon present, as well as any support weapons or off table support the force may have. Anti-tank guns are represented by one card per weapon, with the player choosing the order in which they fire.

Tanks will always operate on one card per Platoon of tanks reflecting the use of an efficient radio net.

Artillery support will always operate with a dedicated artillery spotter who must either have a telephone line to battery, or be in a radio equipped vehicle.

Other cards that may be present are as follows:

*Air Support:* will usually be present for any German force in Poland.

*Armoured Bonus Move:* always present for any motorised force, tank or infantry.

*Rapid Deployment:* always present for any German force of this period.

*Recce Bonus:* present for the relevant troops type.

*Hesitant Troops:* will always be present for a German force in Poland.

*AT Bonus Fire:* one bonus card for each Platoon of AT guns.

*Mortar Bonus Fire:* always present for any infantry force. The ability of the Germans to deploy and deliver accurate fire stood them apart from most other forces at this time.

*Dynamic Commander:* this may be available to any force as an option.

*Heroic Leader:* may be present.

*Bugle Call:* may be used if cavalry are present.

*Rally:* always present for elite troops, rarely available to other German forces in 1939.



## GERMAN ARMOURY

### AFVs

Vehicle	Armour	Weapon	Strike	Speed	Notes
Panzer I	2	Twin MGs	~	Average	
Panzerbefehlswagen	2	One MG	~	Average	
Panzer II C	2	20mm AC	4	Average	
Panzer III A to E	3	37mm	5	Average	
Panzer IV A	2	75mm	7	Slow	
Panzer IV B or C	4	75mm	7	Average	
Panzer 35(t)	3	37mm	5	Average	
Panzer 38 (t)	4	37mm	6	Average	
SdKfz 247	2	~	~	Wheeled	
SdKfz 221	2	One MG	~	Wheeled	
SdKfz 222	2	20mm AC	4	Wheeled	
SdKfz 231 6 rad	2	20mm AC	4	Wheeled	
SdKfz 232 8 rad	2	20mm AC	4	Wheeled	
SS ADGZ	2	20mm AC	4	Wheeled	

### Anti-Tank Guns

Weapon	Strike
PaK 36 ATG	4
2cm FlaK 38 (SdKfz 10/5)	4
88mm FlaK 18 L56	16

#### The 5cm Light GrW 36 Mortar

##### Ammunition

The 5cm mortar only fires HE, it has no smoke round.

Roll a D6-1 at the start of the game for each 5cm mortar team. The resulting number is its EDNA rating at the start of the game. Each time the mortar team fires any roll of 6 will reduce this rating.

When a mortar falls to a rating of zero they are out of ammunition.

##### Minimum Range

The 5cm mortar has no minimum range. If the enemy are that close then it is assumed that the crew can do an equal amount of damage with their rifles.

##### Maximum Range

The 5cm mortar has a maximum range of 84".

##### Aiming

In order to fire the 5cm mortar needs to be within 6" of a point from where a direct line of sight can be traced to the target

or target area. This represents the ability of the mortar to fire from cover while one of its team moves forward to observe the fall of shot.

The 5cm mortar was notoriously inaccurate, despite having an overly-complex ranging mechanism. To reflect this it will only hit a target on a roll of a 6, or 5 or 6 if the target is in direct line of sight and in the open.

Any hits will cause one point of Shock on the target unit. The 5cm mortar may never use rapid fire.

### **The 8cm GrW 34 Medium Mortar**

The GrW 34 was an extremely flexible weapon which provided fire support at the lowest possible level.



### Minimum Range

The 8cm mortar has a minimum range of 8”.

If mortars are deployed on-table with the enemy at close quarters they may form impromptu rifle sections with their crews divided up as the player wishes. They fire as a rifle section with no LMG.

### Maximum Range

The 8cm mortar has a maximum range of 384”, over thirty foot, so it may hit anything on the table.

### Firing

The 8cm mortar fires once in a turn as covered in section 9 of the rules, either at pre-registered points or opportunity fire. If the mortar platoon is on-table then the Indirect Fire Support table is ignored and the mortars will begin firing on their next card after the FOO has called in the fire.

The 8cm mortar may fire H.E. or Smoke rounds.

A shortened version of this weapon, the Kz 8cm GrW 42 was issued to Fallschirmjäger and Gebirgsjäger troops which had a maximum range of only 180” but is otherwise identical in performance within the rules.

### **Off Table Artillery Availability**

3” Mortars: Auto

Other Assets: -/5/4

## GERMAN AIR SUPPORT

German troops can benefit from two types of air support: anti-aircraft fighters or ground-attack bombers.

### Anti-Aircraft Fighters

If the anti-aircraft air support card is in the pack and dealt, the player rolls a D6. On a roll of '6', anti-aircraft air support is present and will remain so for the rest of that turn.

Any enemy aircraft that subsequently appear that turn must get through the German anti-aircraft air support before making any sort of ground attack. Use the rules in section 10.1.1. Anti-Aircraft Fire, with a +2 modifier to the initial 2D6 roll.

Germany's main fighter was the Messerschmitt 109, of which models C, D and E took part in the campaign. Model E was the most numerous. The total

amount of Me-109 machines during September 1939 was around 200. 67 were shot down before the campaign had ended.

### Dive Bombers

Use the standard rules for air support counting the Junkers JU 87 "Stuka" as a Dive Bomber.

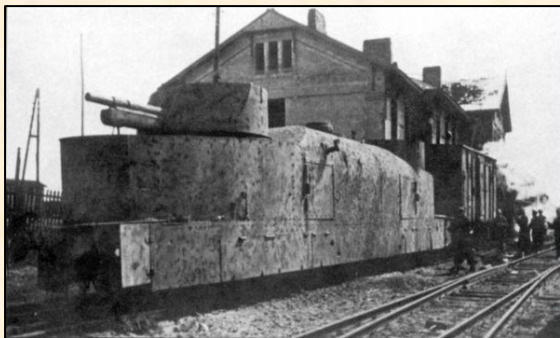
Germany used 336 Ju87B Stuka bombers during the invasion of Poland. Relentless German bombing operations exhausted and encircled many Polish formations and highly contributed to Germany's success. 31 planes were shot down during the campaign.



## GERMAN ARMoured TRAINS

Initially, the German Wehrmacht did not favor the idea of maintaining armored trains within its arsenal. Advances in tank and aircraft technologies and tactics made the concept of large lumbering armored trains seem a thing of the past, but none-the-less, as of July 23rd, 1938, seven armored trains were on the rolls of the Wehrmacht.

Each was formed from already existing Reichsbahn (German National Railway) track protection trains, in existence since the 1920's.



### Example: Eisenbahn-Panzerzug 6

It is not known exactly which Reichsbahn track protection train Eisenbahn-Panzerzug 6 was formed from, but in 1938, it was officially under the control of General Kommando, I.Armeekorps in Königsberg/Insterburg. Panzerzug 6 (Feldpost Nr. 09171) (standard gauge) first saw action in the Polish campaign in 1939; though at that time, it was not fully operational: a few troops wagons were missing from its full complement and not all of the armor plates were yet affixed to the train as per standing regulations.

Panzerzug 6 was one of the few German armored trains which actually met with operational success while fighting in Poland. On September 1st, 1939, the Polish town of Grajewo, just a few miles to the south of the East Prussian-Polish border, was captured with the help of Panzerzug 6.

### Configuration

One configuration for a German armored train was as follows:

Floating either in front or behind the train could be an SdKfz 231 mounted on a special railcar. This would act as the equivalent of the draisines attached to Polish armored trains.

At the front and back of the main body of the train itself was an artillery car, each housing an IeIG 18 75mm infantry gun.

Next in from either end was an assault car filled with infantry and machine guns, followed by another assault car with a special AA turret, and then another normal assault car.

Finally, in the centre of the train, was the armored locomotive.

## RULES FOR USING ARMoured TRAINS

(Based on the rules that appear within TFL's excellent Triumph of Will early 20thC supplement)

### Configuring a Train

Each element of the train (wagon, carriage or engine) has an armour value and a strength.

These are as follows:

Element	Armour	Strength
Draisine	3	4
Flatcar	3	4
Artillery Car	4	6
Assault Car	4	5
Locomotive	5	6

Each element has three Actions per activation. Apart from the locomotive (that uses all its Actions to move at whatever speed has been set, see below), elements may use their activations to spot or to fire.

### Movement

The armoured trains may move up to 5dAv in distance, but only on undamaged railway tracks. The train may accelerate or decelerate by 1dAv per turn.

Note that unless the train must move unless it can decelerate down to zero dAv movement, and that this may cause it to crash.

### Firing from a Train

The train, or any infantry or weapon crews on the train, may only fire effectively when it is stationary.

### Firing at a Train

Troops firing at a train may specify which part of the train they are firing at only if the train is stationary and if the fire is direct or observed. Otherwise a dice should be thrown to determine where any damage is done, with an equal chance per element.

Roll to hit as normal using the rules for fire versus vehicles, applying the following special rules:

- Each hit will reduce an element's strength by one point. Once an element reaches zero points, it should be considered destroyed and will block the track.
- Destroyed elements may be uncoupled. This takes one turn stationary under normal circumstances. If under fire, there is only a 50% chance the decoupling attempt will be successful.
- Shock taken by an element affects that element as usual, but applies only to the element that has received the Shock, not to the train as a whole. However, the Shock applies to all squads and weapon teams (i.e. both MMGs and artillery) within that element. Should any squads or weapon teams dismount, then any Shock on the element they dismount from should be evenly distributed amongst the element and the dismounting units.
- The "Hit Tables" shown opposite should be used

<b>HITS ON ARTILLERY CARS</b>	
<b>If the hits are equal (including no hits and no saves), roll below</b>	
1-2	The artillery car takes one point of Shock
3-4	The artillery car must engage the firer in a firefight on its next activation
5-6	No effect
<b>If one net hit, take one point of Shock, and lose one Action next activation</b>	
1-2	One machine gun is KO'd
3-4	Damage to the running gear: the whole train is at -1 pip for movement from now on
5-6	Turret hit: one turret is now at -1 on subsequent rolls due to damage to gun sights
<b>If two net hits, take two points of Shock, and lose two Actions next activation</b>	
1-2	One machine gun is KO'd
3-4	Serious damage to the running gear: the whole train is at -2 pips for movement from now on
5-6	One main gun is now out of action for the rest of the game
<b>If three net hits or more, take Shock equal to net hits, lose all Actions next activation, and roll once on the 'Two Net Hits' table, above</b>	

<b>HITS ON ASSAULT CARS</b>	
<b>If the hits are equal (including no hits and no saves), roll below</b>	
1-2	The assault car takes one point of Shock
3-4	The assault car must engage the firer in a firefight on its next activation
5-6	No effect
<b>If one net hit, take one point of Shock, and lose one Action next activation</b>	
1-2	One machine gun is KO'd
3-4	Damage to the running gear: the whole train is at -1 pip for movement from now on
5-6	1D3 hits on the platoon within the assault car
<b>If two net hits, take two points of Shock, and lose two Actions next activation</b>	
1-2	One machine gun is KO'd
3-4	Serious damage to the running gear: the whole train is at -2 pips for movement from now on
5-6	1D6 hits on the platoon within the assault car
<b>If three net hits or more, take Shock equal to net hits, lose all Actions next activation, and roll once on the 'Two Net Hits' table, above</b>	

### **Draisines**

Draisines should be treated like tanks that only run on railway tracks.

### **Flatcars**

Fire on empty flatcars only reduces the element's strength. There are no additional effects.

If firing on flatcars with troops on them, roll 1D6. On a roll of 1 or 2, the fire affects only the flatcar. On a roll of 3 to 6, the fire affects the troops: calculate the effects as usual.

### **The Locomotive**

Fire on the locomotive will reduce its strength as normal.

There is, however, also the chance of a critical hit. Roll 2D6: on a double, consult the table below:

Roll	Effect
Double 1	Track damaged. The train may no longer advance/retreat. Roll to see which, even chance.
Double 2	Boiler damage. Lose one available speed dice.
Double 3	Serious boiler damage. Lose two available speed dice.
Double 4	Serious boiler damage. Lose two available speed dice.
Double 5	Brakes damaged! Roll a D6. On a 1-3, make one more move then the train must stop for 1D6 turns. On a 4-6, the train cannot reduce speed for 1D6 turns.
Double 6	Boom! Engine blows up in spectacular fashion. Apply collateral damage (8.3)

### Close Combat

Close combat may only be instigated with the train if it is moving at less than the speed available to the attackers.

Compare the number of troops attacking with the number of troops within the attacked element. Troops within the train do not count cover, but add half the remaining strength of the element to represent the state of the cover (round up). Empty closed elements may use this half strength to represent the fact that they are simply difficult to break into.

Combat results as per usual, but with an empty closed carriage a result that reduces the carriages strength to zero allows the attacker the option of either

having broken into the carriage or destroyed it.

Empty open carriages that have no troops on them are captured immediately. Holding them for two consecutive turns allows the attackers to destroy them if they wish.

The train may not instigate close combat itself!

### Crashing!

The train may choose to collide with an obstacle on the tracks, or may have to hit something because it cannot decelerate in time.

Any guns or vehicles hit by the train are destroyed immediately, although infantry will always jump clear. If the train hits anything with an armour class, the element hitting the object will immediately take a strike with dice equal to the armour class of whatever it hit e.g. the train hits a tank with AC4, it takes a hit as if from a gun 4.

### Dismounting

The infantry, Big Men and MMGs may dismount from the train if it is stationary or moving at less than 3", taking one Action dice to do so.

Once dismounted, they will operate under their own cards, until then they will activate on the Armoured Train card.

