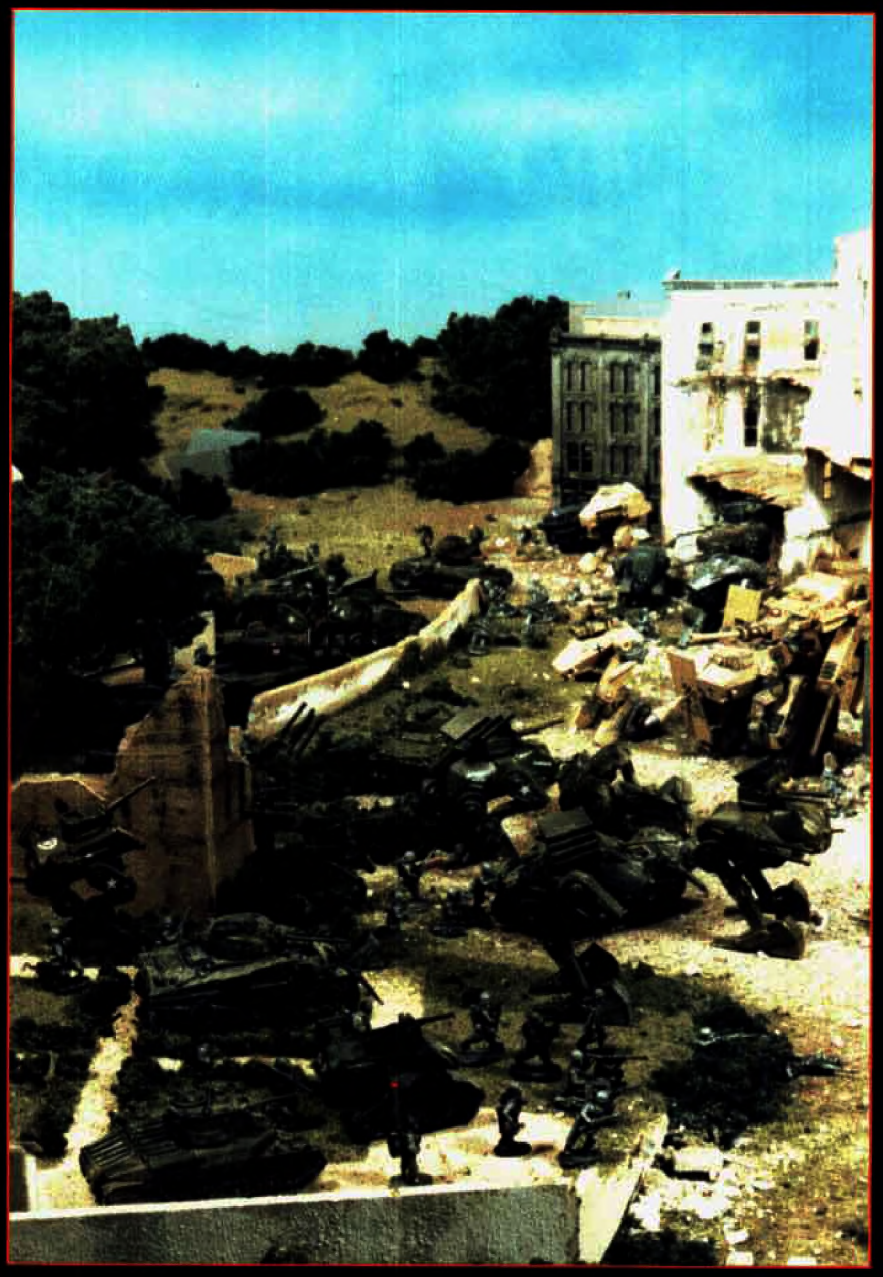
GEAR KRIEG

FIGHTING VEHICLES

OF THE MODERN AGE



DREAM POD 9

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FIGHTING VEHICLES

OF THE MODERN AGE

This field manual takes a look at the many types of fighting superscience vehicles fielded by the armies of both the Axis and the Alliance. Each vehicle is detailed with background information, variants (both factory and field) and modeling guide.

This Gear Krieg supplement features:

- A brief history and overview of the superscience combat vehicles;
- Vehicle customization system, with point value calculations;
- Vehicle variants, both factory-design and field-made;
- Advanced rules for new vehicles, weapons and units;
- Game statistics and model pictures for more than a hundred combat vehicles and variants;
- Detailed modeling instructions with full-sized templates;
- Four pages of color plates showing color and weathering schemes.

Possession of the Gear Krieg rulebook (DP9-501) is required to use this manual. Possession of the Wargaming Companion (DP9-503) is recommended.

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CHAPTER ONE: ENGINEERING 4

Armored Fist 5
Book Content 5
Sidebar: Historical Availability 5
Historical Overview 6
The Early Days 6
The War Years 6
Vehicle Equipment 7
Weapons (with pieces' pictures) 7
Concussion Mortars 7
Electrokinetic Cannons 8
Heat Haze Generator 8
Magnetic Cannons 8
Scattering Fields 8
Sonic Projectors 8
Laser Weaponry 9
Nahverteidgungswaffe 9
Guided Rockets 9
Table: Weapon Cost Modifier Table .. 9
Table: Allied Superscience Weapons 10
Table: Axis Superscience Weapons 10
Table: Generic Weapons 10
Sidebar: Modeling Variants 11
Combat Options 12
Table: Combat Option Summary 14
Tables: TV Reference Charts 14-15
Color Schemes 16
British Commonwealth 16
Germany 16
Imperial Japan 21
Italy 21
Soviet Russia 21
United States 21
Color Plates 16/21

CHAPTER TWO: VEHICLE GUIDE 22

Overview 23
Units 23
Sidebar: Bases 23
British Commonwealth 24
Infantry Walker Mk VIII 'Cavalier' ... 24-25
Mk VIIIA-C 25
Mk VIIID 25
Mk VIIIE 25
Mk VIIIF 25
Infantry Walker Mk XII 'Roundhead' 26-27
Mk XIIA-B 27
Mk XIIC 27
Mk XIID-E 27
Mk XIIF 27
United States 28
M11 General Early 28-32
M11A1-A3 30
M11A4 30
M11A3E1 30
M11A1E1 31
M11A2 31
M11A3E2-E3 31
M11A5 31
L-1 and L-2 Lend-Lease Walkers 32
M12 General Longstreet 33-37
M12A8 35
M12A5 35
M12A1 35
M12A2 35
Lumberjack Mk I 36
M12A8E1-E2 36
M12A6 35
M12A1E1 37
M12A15 37
L-3 and L-3A Lend-Lease Walkers . 37
Germany 38
PzK IV 'Loki' 38-43
Ausf A-C "Loki" 41
Ausf D "Loki" 41
FlakKampfer I 'Flak Loki' 41
Ausf E and E-X "Loki" 42

Ausf F "Meuchelm^rder" 42
Ausf G "Loki" 42
"Loki" X-series 43
MrK III Ausf A "Walrus" 43
PzK V 'Valkurie' 44-48
Ausf A-C "Valkurie" 46
FlakKampfer II 'Flak Valkurie' 46
Ausf D "Valkurie" 47
Ausf E, E2 and E-X "Valkurie" 47
PzK IV Ausf F "Meuchelm^rder" 47
Ausf G "Valkurie" 48
Ausf H "Valkurie" 48
PanzerbefehlsKampfer II 48
PzK VI 'Donner' 49-53
FlakKampfer III 'Flak Donner' 51
Ausf F "Donner" 51
Ausf K "JagdDonner" 51
PanzerbefehlsKampfer III 51
Ausf E "Donner" 52
Ausf G "Donner" 52
Ausf H "Donner" 52
Ausf J "Donner" 52
Ausf L "Donner" 53
Ausf X "UberDonner" 53
PzK VII 'Uller' 54-58
Ausf A "Uller" 56
Ausf M "Rhino" 56
PanzerbefehlsKampfer IV 56
FlakKampfer IV 'Flak Uller' 56
Ausf B and B2 'Uller' 57
Ausf C 'Uller' 57
Ausf G 'Triceratops' 57
FlakKampfer VII 'Uller' 57
Ausf D 'Uller' 58
Ausf E 'Uller' 58
Ausf X 'Uller' 58
Soviet Russia 59
Soviet Supertank 59-61
T-44 Nikolai Lenin 61
T-44-10 Nikolai Lenin 61
T-44-30 Nikolai Lenin 61
T-45 Nikolai Tesla 'Troll' 61
Conventional Forces 62
Armored Vehicles 62-65
M4S1/M4S2 Sherman 63
Char B2 63
Assault Tank Mk I Mathilda 63
T34/76A 64
Type 97-S Chi-Ha 64
PzKpfw IV Ausf X 64
PzKpfw VI Ausf X UberTiger 64
PzKpfw V Ausf X UberPanther 65
Churchill Tesla 65
Bergepanzer Tigers 65
Jeep, Ambush 65
Ground Turret 66-67
Anti-Vehicle Turret 67
Anti-Aircraft Turret 67
Cannon Turret 67
Area Defense Turret 67
Infantry 68-69

APPENDIXES 70-84

Vehicle Recognition Chart 70-82
United Kingdom 70-71
United States 72-74
Soviet Russia 75-77
Germany 78-80
Japan 81
Italy 82
France 82
Index 83
Miniature Order Sheet 84

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Warning! Gear Krieg is a work of fiction intended to be used in a game context only. It contains elements which may be deemed inappropriate for younger readers. Dream Pod 9, Inc. does not condone or encourage the use of violence or weapons. Parental discretion is advised.

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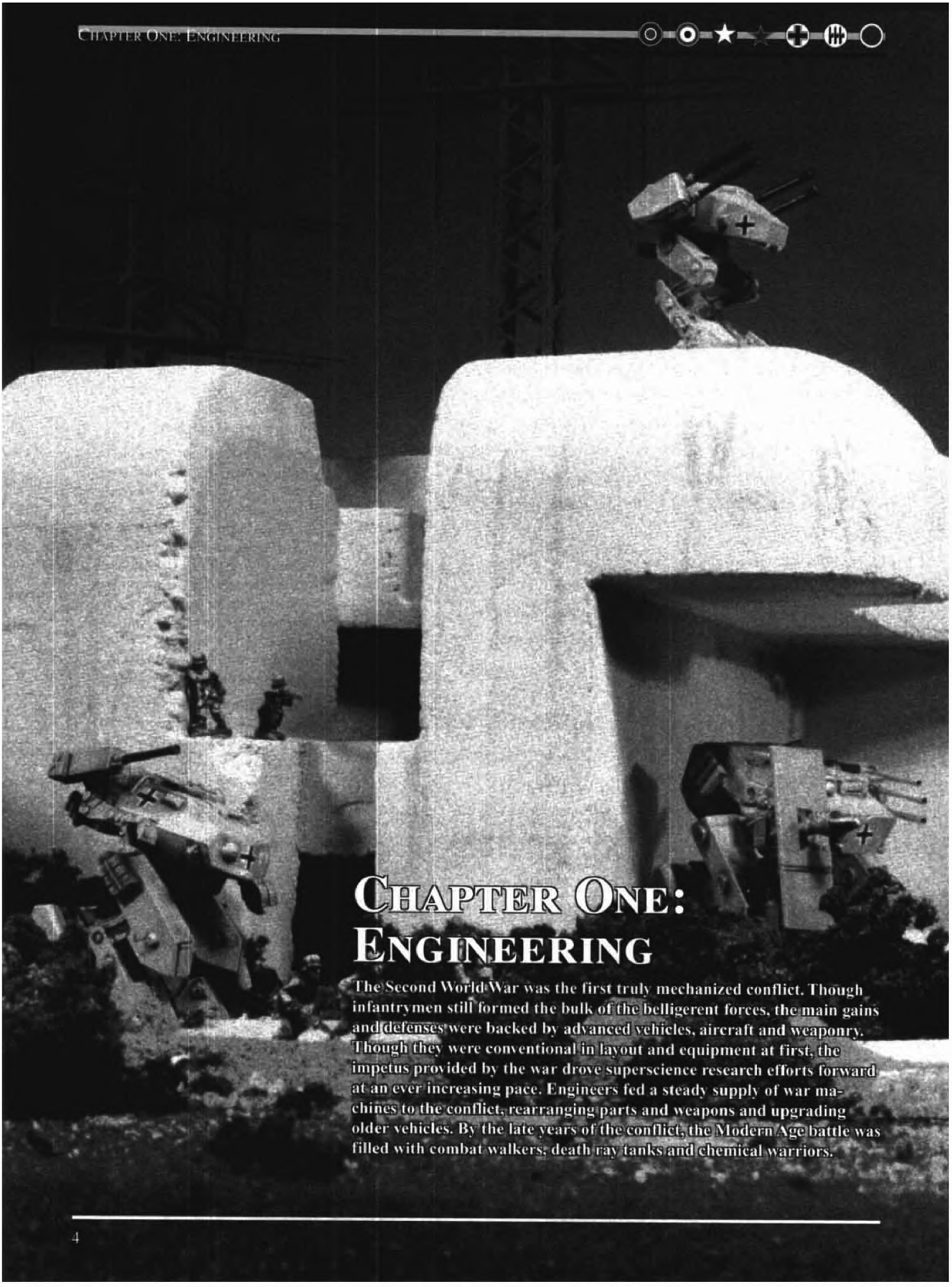


Chapter One: Engineering

The Second World War was the first truly mechanized conflict. Though infantrymen still formed the bulk of the belligerent forces, the main gains and defenses were backed by advanced vehicles, aircraft and weaponry. Though they were conventional in layout and equipment at first, the impetus provided by the war drove superscience research efforts forward at an ever increasing pace. Engineers fed a steady supply of war machines to the conflict, rearranging parts and weapons and upgrading older vehicles. By the late years of the conflict, the Modern Age battle was filled with combat walkers, death ray tanks and chemical warriors.

ARMORED FIST

Fighting Vehicles of the Modern Age is intended as a resource for both the wargamer and the historical modeler. It contains an overview of all the major superscience ground vehicles that served on the European and North African fronts during the conflict, listing history, variants and more. The variants and vehicles presented here were the most numerous ones; though a few were ad-hoc field concoctions, the rest are all official factory variants. There were others, of course, but they were produced in too few numbers to be considered truly common.

BOOK CONTENT

The book is divided into two sections, Engineering and Vehicle Guide. The first one includes a short overview followed by a description of weapons and options that can be added to various vehicles. The Threat Value Table on page 14 lists the point costs of most existing Gear Krieg vehicles, in both standard and chassis (i.e. no weapon) mode. New variants can be built by simply adding weapons and options to them. The chapter is rounded off by a series of color plates that are meant to serve as inspiration.

The Vehicle Guide forms the bulk of the book: it is composed of unit datacards, which can be photocopied and used for both army design and game reference (especially if placed in plastic sheet card holders). The datacards also hold an illustration of the actual model, to serve as a reference for both modeling and painting. An introduction to each vehicle contains a series of historical notes plus the required modeling instructions (including part templates whenever needed).

The book is rounded up by a series of recognition charts. Like the datacards, these are multi-purpose tools. Enlarged, they can be used as posters or in-game references. Photocopied, they can be used to test out new paint schemes and markings without having to actually paint the model.

Historical Availability

The Modern Age was home to a bewildering variety of wonderful devices, many of which were very advanced for their times. Numerous inventors and laboratory teams came up with fantastic items in the pre- and early-war periods, but most of them were either unique or part of a very short production. Most of the time, this was due to the costs involved and the difficulty of their manufacture, which often required exotic material or tools.

When the war started, it was natural to throw as many of these technological wonders into the fray as possible. There were limitations, though. Though these superscience devices could (and in many cases, did) change the course of entire battles, it was often better to build and send in ten of the more conventional vehicles rather than a single, malfunction-prone walker. As time went by and processes were perfected, more and more superscience devices made their way to the battlefield.

Game scenarios taking place in the first half of the war (1939-1942) should take this into account: no more than half the force can be made of superscience vehicles, the rest being conventional tanks and infantry. By mid-1942 until 1946, however, entire battalions were re-equipped with modern weapons and this restriction can thus be ignored.

HISTORICAL OVERVIEW

The man that is generally considered to be the father of the walking machine theory was Professor Freiderich Goble, a gifted but eccentric German inventor. His 1913 "Panzerlandkreuzer" concept was proposed to the German army but ultimately judged too advanced for its time. The professor disappeared in the period between the war, making a comeback of sorts just before the hostilities started. Goble's own company was to give Traumshoteneun some stiff competition early on with its own competitive walker designs for the Wehrmacht. Ultimately, Goble was to see his dream of a walking land battleship become reality with his Jotun-class walkers and Spinne-class Dynamic Suspension Vehicles used by Germany late in the war. Goble also acted as a developer of submarine diesel engines used in the late war Ungeheuer ultra-heavy tank.

THE EARLY DAYS

Though Goble was the first to propose the idea, it was J. Walter Christie, an American engineer, who first built a practical, fast-moving mechanical walker in the early 1920s. His first prototype, the W1923, was brought before the review board of the U.S. Army Ordinance Department in 1924, and though they were intrigued, the board members felt this concept was not mature yet. The W1924, a second-generation walker, and the W1926, the final prototype suitable for review, met with the same fate.

The Germans, however, were very interested, and the Weimar Republic sent buyers in late 1927 under the cover of their Grossarbeiter ('large worker') agricultural device project. The W1924 and W1926 were crated and shipped to Spain, where they underwent numerous tests. By 1930, work had began on a native German walker program: under the leadership of Doctor Erich Langhauser, a team of scientists and engineers began to reverse-engineer Christie's prototypes. In 1934, the Grossarbeiter 114 took its first steps, and by 1936, the Grossarbeiter 127 shown to then-Colonel Heinz Guderian.

By 1938, the redesignated Panzerkämpfer ('armored fighter') project was a high-priority war program, and encompassed under one company, Traumshoteneun Panzerfabrik, headed by Langhauser. He distributed the manufacturing contracts across a number of companies to increase production rates, but all basic developments was made through TP.

THE WAR YEARS

The demonstration of the Panzerkämpfer at the Berlin Olympics shocked many military strategists, and acted as a motivator in many governmental offices. Both Britain and the U.S. were to begin extensive catch-up programs (the FBI became very interested in Christie's financial dealings in the late 20s), whilst the Soviets were to largely ignore walkers, and Japan started its own 'oshimoi' program with help from Germany.

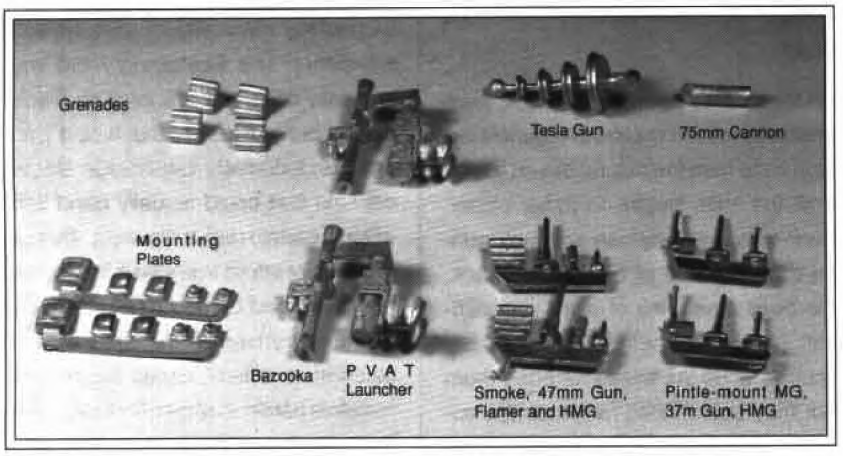
Walker development was swift and exponential. A few years before, such machines would have been unthinkable. By the end of 1941, the machines were still quite primitive, but improved gyroscopes, controls and better weaponry had shown that walkers were far from being an anomaly relegated to the history books. With the exception of the Soviets, all the combatants fielded such machines in large numbers, and many new designs were in the prototype stage. The Soviet Union was perhaps the most behind. Nonetheless, a tremendous research program began to swing into action and literally overnight Russia was playing catch-up. Japan also lacked an adequate research program — its walkers were at best pre-war designs, and all lacked any form of advanced computator. Germany did deliver several example devices to Japan, and by late '41 Japan had begun research.

Both sides had realized the value of the computator and all had vigorous and competitive research programs working around the clock to make faster, smaller and more reliable computing devices. Experiments using a computator to aid fire control in tanks and naval vessels were well underway, but it would be some time before any were to enter service in noticeable numbers. Computators began to also see widespread use in research and theory, and the Allies used such machines to help break Axis codes. All would also use the new devices to accelerate the development process of new weapons and combat vehicles, sometimes shaving years off entire programs.

Other, more esoteric research intensified. Both sides had begun to understand and research the unknown power of the atom, both as a source of energy and as a weapon. Projected energy, microwaves, space travel — any eccentric idea was plausible if presented to the right committee or general staff. All seemed fair game and some effort and money was pumped into anything that just might produce something that would give an edge over the enemy.

VEHICLE EQUIPMENT

The Axis used a vast number of Superscience weapon. Great strides in computator construction and electronic miniaturization allowed many systems to be constructed for the use of infantry and small vehicles. Most of the superscience developed on the Allied side concerned weaponry. The Russians, like the Germans, were fascinated by the success of the French "death rays" on the Maginot line, and British spies managed to secure plans to these weapons, subsequently turning copies over to Russia. Russian scientists were able to reduce their size considerably, and soon they had developed a pared-down weapon called the "Tesla ray," capable of being mounted in the turret of the KV-1 battle tank. The Tesla ray, though never truly common on the battlefield, was the touchstone for the Russians' new wave of technological advance, and adaptations of the ray for other applications became progressively deadlier as the war progressed.



Allies Weapons
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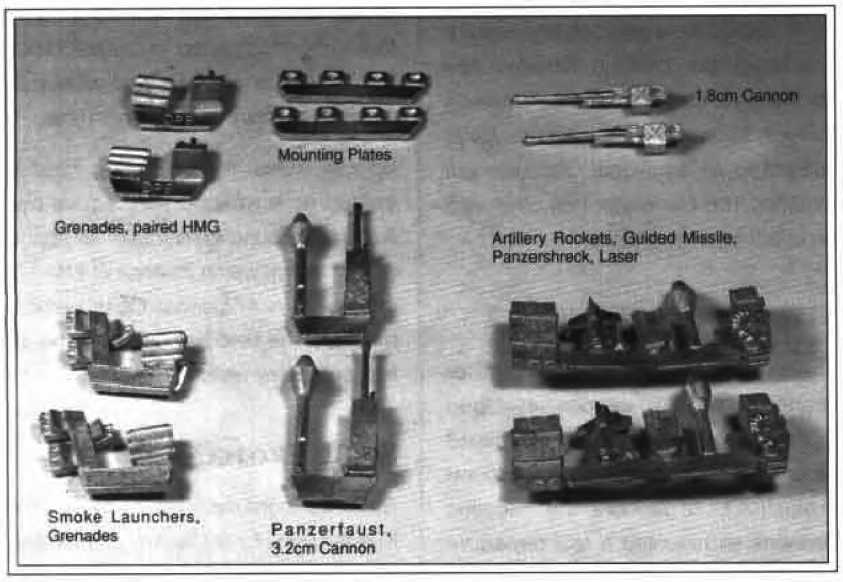

Axis Weapons
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WEAPONS

Below are the Rules and game statistics relating to the numerous Superscience weapons deployed up to 1943. Unless noted otherwise, they can be used by any forces. To use them, simply adjust the point cost according to the Fire Control Modifier Table and add the listed Threat Value cost to the cost of the unit (before any TV adjustment due to Morale or Skill Level is done).

CONCUSSION MORTARS

A simple design used by the Commonwealth infantry, the Concussion Mortar was to prove effective against the new marauding walkers. Firing a twelve-inch long tube up to a distance of 300m, the aim of the device was to detonate three meters above the ground, beside the target. The concussion from the specially-built tube would overload the crude gyroscopes carried in the enemy walkers, causing them to topple.

One of the side effects that made this weapon even more effective was that troops near the concussion blast were often stunned and/or deafened by the blast. Crews and loose equipment inside the target vehicle would also be thrown around the fighting compartment, causing injury and damaging delicate optics and other sensitive devices. When Japan entered the war in 1942, the bird -like designs of the Japanese light Walkers proved to be especially vulnerable. Large massed infantry charges, a tactic of the Imperial Army, were also quickly broken up by well-placed mortar fire. Requiring only three men to operate, it was an effective tool against oncoming enemy walkers. A later modification allowed the Concussion mortar to be carried into battle on modified Sexton and Priest chassis.

Special Rules: Concussion mortars force walker pilots to make a Piloting Skill check versus the MoS of the attack. This is modified by the difference between the DM of the weapon and the Size of the affected vehicle (i.e. a Size 6 vehicle would have a +2 modifier versus a DMx4 mortar). If failed, the walker is knocked down (see **Gear Krieg** rulebook, page 66). Infantry units are automatically pinned down for 1d6 turns if they are within the mortar's Area of Effect.

ELECTROKINETIC CANNONS

One application of Tesla technology was the "electrokinetic cannon," a combined energy/projectile weapon of great destructive potential. The Russians based this weapon on schematics from reverse-engineered German "Thor's Hammer" artillery guns, applying the same principles they had used to shrink the Tesla ray. The result was a rudimentary combat railgun small enough for common battlefield deployment. Firing large armor-piercing rounds at velocities far faster than normal cannon rounds, the electrokinetic cannon became the primary weapon of the Russians' new SU-series tank killers.

HEAT HAZE GENERATOR

Work by Charles Townes into stimulating microwave radio energy was in the testing phase in late 1941. While individual "radar guns" were perfected, the larger vehicle-sized units did not fare as well. Unimpressed with the slow heat build up that armor plating suffered when exposed, the War Ministry decided to wait and see if Townes could improve the weapon. Desert veterans who viewed some of the test firing remarked that the haze caused by the weapon heating the air between itself and the target was similar to conditions in the desert. It wasn't long before military strategists in the Ministry began to see the applications a man-made haze could have on the battlefield.

While Townes worked on focusing the microwaves into an effective weapon, engineers from his team were ordered to fit an unfocused microwave gun to a Universal Carrier. When fired, the haze produced from the weapon made the vehicle difficult to spot at 300m. Unprotected personnel who got within 50m of the front of the vehicle also suffered from the high air temperature; blistered and cracked skin was common, and goggles were required to keep the eyes moist.

On the battlefield, German spotters were unable to tell the microwave-generated heat haze from the natural desert effect, until the haze began to move closer. Even when the German anti-tank gunners were aware of the British attack, the haze made line of sight very difficult. British tanks suffered the same difficulties while the haze preceded them but they could close range on the superior German guns before the microwaves were turned off.

Special Rules: the Heat haze Generator is treated as a weapon and require one Action per round to maintain. Any spotting or attack within or passing through its Arc of Attack and range is subject to an additional Obscurement modifier. The Generator has otherwise no effect on enemy units.

MAGNETIC CANNONS

The magnetic cannon was another strange but effective weapon developed by the Russian scientists. Though based around the same electromagnets found in electrokinetic cannons, the magnetic cannons represented a real departure from Tesla ray technology. Russian engineers boosted the electromagnets' power and focused and amplified the resulting energy fields to form a coherent "battering ram" of magnetism that crumpled armor and smashed defensive installations. Surprisingly enough, this weapon used less power than the Tesla ray; this, combined with its success in its first battlefield deployments, led to its inclusion as the main weapon of the famous R-7 "Predator" late war battle walkers.

SCATTERING FIELDS

Not all of the Russians' work with Tesla technology was related to direct-attack weaponry. The Scattering Field was originally designed as a large emplacement-mounted device that would generate an extremely low-voltage electrical field that could actually bend light within a certain radius around it. Though this did not afford true invisibility (as the designers had originally hoped), it did make everything in the near vicinity much more difficult to see clearly, and therefore harder to target. This was originally developed as a means of defending vital installations against Luftwaffe air raids, but smaller versions mounted on the chassis of the new JS-2 heavy tanks began to appear in battlefield use by the middle of 1943, and were particularly effective during night raids.

Special Rules: the Scattering Field is treated as a weapon and require one Action per round to maintain. Any spotting or attack within its Area of Effect is subject to a additional Obscurement modifier. The field has otherwise no effect on enemy units.

SONIC PROJECTORS

Sonic weapons were developed by the Kriegsmarine for the Walrus amphibious PanzerKampfer, though this weapon

was also fitted to a number of Panzers and used in a land-based role. Extremely effective against unshielded troops and even capable of destroying light vehicles, its main value came from its effect on morale. The high pitched sound caused extreme pain in unprotected targets, often causing involuntary flight. The sound wave tended to dissipate quite rapidly, but despite this it became a feared weapon.

Like their German counterparts, Russian scientists also became interested in the applications of sound as a weapon. The French had briefly toyed with the idea in the early 1930s, but had turned instead to the "Death Ray" concept. The Russians restarted this research in hopes of creating a powerful strategic weapon. After numerous false starts, it became clear that sonic devices, though ineffective against the German Panzers, were extremely potent anti-infantry weapons. Concentrated sound waves caused exposed vehicle crew and infantry to experience nausea, disorientation and unconsciousness within a wide area. However, troopers wearing heavy armor and vehicle crew inside their tanks were protected from this effect. The weapon was indiscriminate as well, and Russian troops were often caught in the effects of their own weapon. Nevertheless, the Russians, hard-pressed to find any weapon to combat the Germans, eagerly mounted these large rotating dishes on the tops of T-34 tanks and sent them into the field in considerable numbers.

Special Rules: Any unprotected unit or vehicle suffering an attack by this weapon is required to make a Morale check at a +2 Threshold. All vehicles are treated as if having the Exposed Crew Flaw if attacked. Roll 1D6 every time the weapon is fired. On a 1 the sound insulation fails, resulting in a random unit within 10 MUs being subjected to an attack by the weapon. If no other units within 10 MUs, then the attacker is hit instead.

LASER WEAPONRY

The retreat at Dunkirk had netted the Germans a great deal of British war materials, including several working examples of the new experimental laser weapon. After several months of testing and redesign, the first prototypes were ready for field-testing. Fitted to existing vehicles in place of their main armament, the weapon used a chemical battery to provide the necessary electricity to fire. These primitive batteries were temperamental and required constant maintenance in the field. Initially a bulky system, later developments allowed it to be fitted to PanzerKampfer. Towards the end of the war, even a man portable system was deployed.

Special Rules: The primitive laser devices had a tendency to overheats badly every time they were fired. Roll 1D6 for each attack: if the result is one, then the weapon may not fire for 1d6 rounds.

NAHVERTEIDGUNGSWAFFE

Throughout the war the Germans developed a number of close in weapons systems to protect Panzers and PanzerKampfer from infantry attack. One of the more successful attempts was the Nahverteidgungswaffe: it consisted of a modified short range 81mm mortar firing an airburst shell from the turret top. This proved very effective at dislodging infantry that had strayed too close. Unfortunately, it could not discriminate between friends and enemies.

GUIDED ROCKETS

The Luftwaffe had been extensively involved in developing guided weapons to be used in precision bombing. Radio and later wire guided methods had be researched and deployed by the late 30's. With the encounters of heavy armor in Russia a desperate need for an effective and accurate anti-tank system was created. Coupling the advances in rocketry and guiding systems, it became feasible to mount a guided rocket system on a vehicle-sized platform.

The first to do this was the Tiger EXS, its spacious turret providing the necessary room to mount the bulky guidance equipment. From there, further refinement allowed a infantry portable system to be produced. The R104 needed a crew of three to operate and could be either wire or radio controlled. Fired from emplaced positions, they proved highly effective against enemy armor. The increased threat of aerial attack brought about the development of a guided anti-aircraft rocket. The R98 proved to be too bulky and complex to mount as a secondary weapon system and was only available in small numbers near the end of 1943.

Weapon Cost Modifier Table

Fire Control	Modifier	Fire Control	Modifier
0	x2	Forward Arc	x1.0
-1	x1	Fixed Arc	x0.6
-2	x0.5	Turret Arc	x1.8
-3	x0.33	Link (total all weapons first)	x1.1

Allied Weapons

Weapon	Force	ACC	DM	Range	ROF	Ammo	Special	Year	Base Cost
37mm M4B Cannon	Allies	0	x5	2/4/8/16	0	50	-	1939	5
1.2 pdr Cannon	Allies	0	x7	2/4/8/16	0	40	-	1939	7
47mm Cannon	Allies	0	x7	3/6/12/24	0	30	-	1941	10
75mm Cannon	Allies	0	x8	5/10/20/40	0	20	-	1941	25
Bazooka (Walker)	Allies	0	x14	2/4/8/26	0	6	Heat	1941	30
Concussion Mortar	Common.	-2	x8	1/2/3/8	0	6	AE0,AC*	1941	30
Electrokinetic Cannon	Russia	0	x22	5/10/20/40	0	10	-	1941	80
Heat Haze Generator	Common.	0	*	1/2/4/8	0	-	Obsc.=MoS	1941	30
Magnetic Cannon	Russia	0	x12	2/4/8/16	0	10	AC,*	1941	40
PVAT Launcher	Common.	-1	x13	1/2/4/8	0	5	-	1940	20
Scattering Field	Russia	0	0	0/0/0/0	0	-	AE4, Obsc.+3	1942	30
Sonic Projector	Russia	-1	x12	3/6/12/24	0	-	AI, WA(10 deg), AD2	1941	30
Tesla Gun	All	0	x14	1/2/4/8	0	-	Haywire	1939	30

**Special rules: see weapon description*

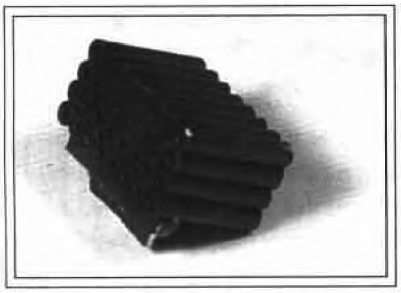
Axis Weapons

Weapon	Force	ACC	DM	Range	ROF	Ammo	Special	Year	Base Cost
1.8cm Cannon	All	0	x5	2/4/8/16	1	50	-	1939	5
3.2cm Cannon	All	0	x8	2/4/8/16	1	40	-	1939	10
75mm Walker Gun	All	0	x11	5/10/20/40	0	30	-	1941	40
88mm Walker Gun	All	0	x17	6/12/24/48	1	20	-	1939	80
Heavy Laser	German	+1	x9	6/12/24/48	0	-	AT, AD1*	1941	100
NVGW	German	-2	x6	0/0/0/0	0	6	AI, AE0	1941	10
Panzerfaust	German	-1	x16	1/2/4/8	0	-	HEAT	1941	10/shot
Panzershreck	German	0	x15	2/4/8/16	0	-	HEAT	1941	30/shot
Sonic Projektor	German	-1	x12	3/6/12/24	0	-	AI, WA(10^0), AD2*	1941	10
R92 Missile	German	+1	x14	5/10/15/20	0	-	-	1942	200/mis.
R98 Missile	German	+1	x8	5/10/15/20	0	-	AA	1943	200/mis.
R104 Missile	German	+1	x12	2/4/8/16	0	-	-	1943	100/mis.

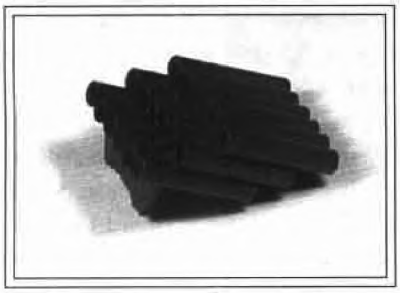
**Special rules: see weapon description*

Generic Weapons

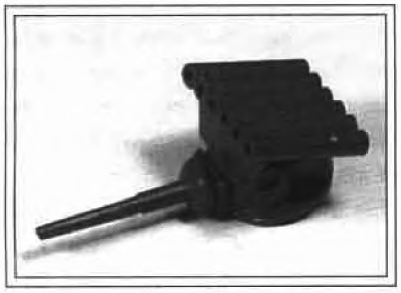
Weapon	Force	ACC	DM	Range	ROF	Ammo	Special	Year	Base Cost
Anti-Aircraft Guns	All	0	x6	2/4/8/16	2	120	AA, AE1	1939	10
Artillery Rockets (Light)	All	-1	x9	9/18/36/72	4	-	MR9, AE0	1941	10/rocket
Artillery Rockets (Heavy)	All	-1	x11	10/20/40/80	3	-	MR10, AE1	1943	15/rocket
Heavy Machinegun	All	0	x4	1/2/48	1	200	AI	1941	2
Flamethrower	All	+1	x7	0/0/0/1	1	10	Slow Burn	1939	5
Grenade	All	-1	x9	0/0/0/0	0	-	Anti-Infantry	1939	1/shot
Grenade (Late War)	All	-1	x9	1/2/4/8	0	-	Anti-Infantry	1942	2/shot
Light Laser	All	+1	x6	6/12/24/48	0	-	AT, AD11942	1942	50



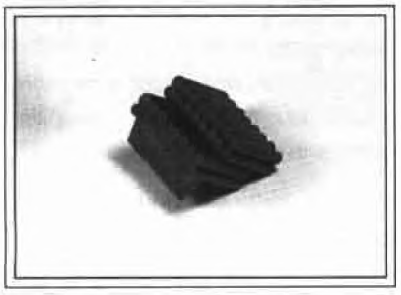
Heavy Artillery Rockets (32)



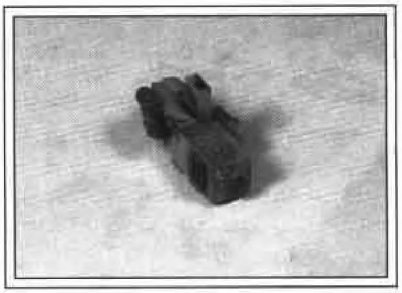
Heavy Artillery Rockets (18)



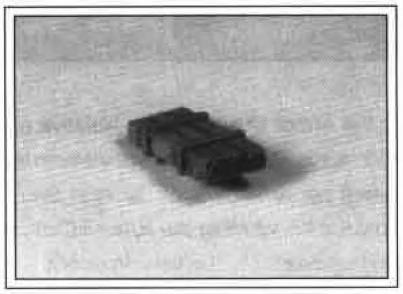
47mm Cannon Turret with
Heavy Artillery Rockets (6)



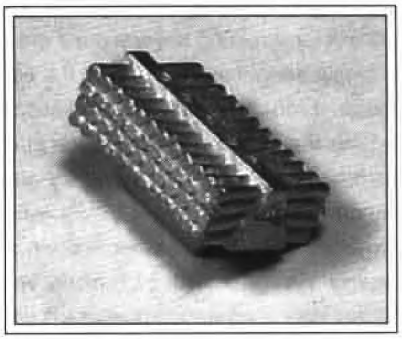
Light Artillery Rockets (32)



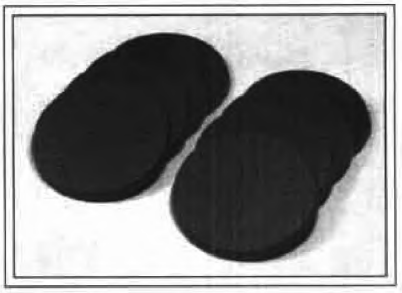
Heavy Laser



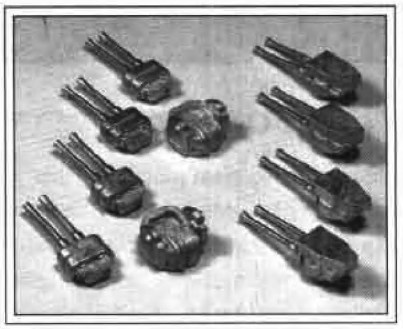
Heavy Artillery Rockets (3)



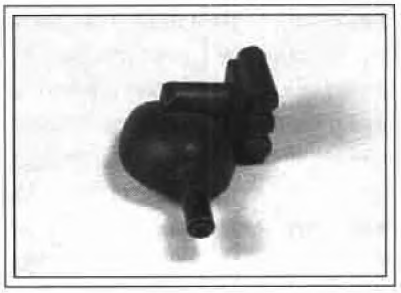
Light Artillery Rockets (48)
DP9-243



40mm Round Base (8 per pack)
DP9-623



Anti-Aircraft Guns
DP9-624



M12A2 Turret with
Flamethrower and Grenades

Modeling Variants

Most of this book is dedicated to modeling variants of the existing vehicles. Three separate accessories packs (four if you count the round plastic bases) were made to help modelers in this task. A number of new weapons were also added, such as the artillery rockets; those are not provided, since they can easily be built using styrene tubes and stock (one can also use parts from other series, such as the Heavy Gear rocket pod shown above).

To make the various models, it helps to have a well-stocked bit box and a good supply of styrene sheets, stock and tubes. Most of the templates include suggested thicknesses. It is also useful to get some 15mm troops and equipment (jerry cans, etc.) to dress up the models.

COMBAT OPTIONS

Many vehicles were modified either in the field or in workshop to make them more efficient in battle. Though there was generally a downside associated with the modifications (loss of speed, technicians' time, etc.), the advantages often more than compensated for them.

The options below can be installed on any vehicle in the game, provided the point cost is paid in full. No vehicle can have more than three options installed; preferably, they should be physically represented on the model or otherwise clearly indicated. Options are functionally the same as Perks (and indeed, most *are* Perks): those with the (AUX) mention are defined as Auxiliary systems for combat and damage purposes; those with the (R) designation have a numeric rating.

Ablative Armor: one (or more) facing of the vehicle is covered with armor plating that shatters or is otherwise destroyed when hit, absorbing incoming damage in the process. The maximum amount of ablative armor that may be carried is equal to half the Armor rating of the vehicle, rounded down. Each defensive arc (Front, Sides and Rear) must be protected separately. When the vehicle is hit, the current rating is added to the Armor of the vehicle. Ablative armor automatically loses 1 point from its rating per ten points of damage every time it is hit, whether the attack inflicts a damage result to the vehicle or not.

Anti-aircraft Director Master/Slave: At the outset of the war the Germans were developing a system of integrated fire control for directing several guns onto a single aerial target. Dubbed the Director, it required a dedicated sensor station that housed the detection and computator equipment. Using its advanced sensors, this unit would gain targeting data and transmit it down a wire or via radio to the attacking vehicles. Here another computator, known as the 'Slave,' would interpret the data and direct the gun to the target. In game terms, this allows a Slave vehicle within 1 MU to attack using the sensors, communications and fire control modifiers of the Director. Both the Director and Slave units have to be stationary and have functioning communications to be used.

Armored Roof: maintenance crew could sometimes be convinced to weld additional metal plates over the roof of open-topped vehicles. This, of course, protected the crew inside but also greatly reduced their visibility. This option can only be taken by vehicles sporting the Exposed Crew Flaw. It is replaced by the "Buttoned Up" Flaw.

Camo Netting: The vehicle is covered with a colored tarp which has a net attached to it. Leaves and other camouflage material can be attached to complete the illusion. This gives a +1 to Concealment when in vegetal cover (Woodland or Jungle terrain).

Cherry-Picker Mount: Infantry in buildings do not gain cover from buildings when attacked by a vehicle with a Cherry-picker mount. Vehicles with a Cherry-picker mount may go hull down for one less MP to a minimum of one MP and always have areas 2 to 6 covered. Cherry-picker counts as an Auxiliary system which can be disabled.

Command Vehicle: The Blitz Krieg relied heavily on a strong command and control presence at the sharp end of the battlefield. Often, existing vehicles or Kampfer would have additional communications equipment installed at the cost of internal stowage and ammunition. This allowed an existing vehicle or Kampfer to remain battle worthy, and act as a Zug or Kompanie Gruppe leader. More specialized command vehicles were built and were generally reserved for Abteilung command or above. In game terms, this Perk replaces 30% of any internal stowage space (including passenger capacity) and ammunition stores with a 0/8km Comm set.

Gun Ports: holes are drilled in the hull to form gun ports from which half the passengers can fire small arms. This reduces the structural integrity somewhat. Only infantry small arms may be fired from gun ports, not heavy weapons; they are restricted to a Fixed firing arc and have -1 modifier to hit in addition to the vehicular movement modifiers.

Laser Targeting System: During the research into the captured British Laser system it was discovered that a low intensity beam could be maintained almost indefinitely and could be used to send and receive data. By using a computator it was found that accurate ranging data could be easily obtained, speeding up the process of artillery spotting. The Laser, while no longer needing the long focusing tube, was bulky and needed to be carried by a dedicated artillery spotting vehicle. This Perk removes the vehicles main gun and ammunition and replaces it with a -1/8km communications set and a painting laser. An artillery spotting vehicle with a laser designator reduces the Threshold for artillery missions by 1.

Mine-clearing Equipment: Rollers, rotating flails, etc. The vehicle must remain in the mined area for at least one complete turn. By spending one Action, the vehicle can roll versus the minefield's Vehicular Threshold using the Piloting Skill plus the rating of the equipment. If successful, both of the minefield's Thresholds are reduced by one. If any of the two Thresholds drop to zero or lower, the minefield is neutralized. If the roll fails, the vehicle is immediately attacked by the minefield, as per the normal rules. If the roll is fumbled, the vehicle is also attacked but does not get a defense roll (i.e., the roll is equal to zero for damage purposes).

Ram Plate: also known as hedge-cutters, these are field-welded to plow through obstacles. The vehicle takes only half the normal damage in a frontal collision.

Rail-Bound (Axis): The Germans relied heavily on rail transport to move men and supplies to and from the front. Often these trains were traveling through recently taken areas and needed protection against partisan attack. To this end, a number of specialized armored railway cars were developed throughout the war to provide protection for the rail network. Utilizing obsolete Panzer turrets, their armament was geared around an anti-infantry role. The vehicle is equipped with railway bogies and is either towed by a train engine or moved under its own power. It can only move along rail tracks and is capable of moving at full speed in reverse. (This option is essentially free because the advantage and disadvantage cancel each other out. It should be used only for specific scenarios, however.)

Remote Machinegun: Another anti-infantry weapon developed by the Germans consisted of a remote controlled pintle mount. It was initially controlled by mechanical means and sighted via the vehicleis vision slits. Later versions became more sophisticated, adding robotic controls aimed from a remote televisor screen. While adding some additional firepower, it required the full attention of a crewmember and was prone to damage. In game terms, it functions as a standard pintle mount (see p. 76 **Wargaming Companion**) minus the Exposed Crew effect.

Reinforced Armor: The vehicle has one or more facings (arcs of defense) with better or thicker armor than the rest of the vehicle. When the vehicle is hit in an arc that is reinforced, the rating of this Perk is added to the base Armor rating of the vehicle. Four possible arcs can be reinforced: Front, Rear, Right Rear Flank and Left Rear Flank. Up to three of these arcs can be reinforced on a single vehicle.

Searchlight: The vehicle has a powerful front-mounted lighting system. At night, treat the vehicle's Fixed Forward firing arc as if it were in daylight. Some searchlights are mounted on a swivel plate: at night, the vehicle's Front (or Right, Left, or Rear, as selected) firing arc is treated as if it were in daylight. Any fire directed at the vehicle is also treated as if the vehicle were in daylight, regardless of the arc.

Smoke Launchers: The vehicle has been equipped with a smoke grenade launcher system, which can be triggered using an Action. It provides 2 points of Obscurement to the firing vehicle in the arc where it is fired, for the rest of the turn.

Skirt Armor: During 1941, the Germans began to fit additional plates of "stand off" armor to a number of tanks. Originally added to combat Soviet Anti-tank rifles, it was found that it also caused the premature detonation of shaped charge or HEAT rounds. Attached loosely to mounting rails around the tank, it protected the hull sides, and the sides and rear of the turret. Made from mild steel, this armor had a tendency to tear off when traversing difficult terrain. Vehicles fitted with Schurzen gain 4 points to their Armor value against HEAT attacks directed to the hull sides, and sides and rear of the turret.

On a failed Dangerous Terrain Test, the protection value drops one point, representing a number of the fragile panels being torn off. On a Fumbled test, all protection is lost. No Dangerous Terrain Test result can affect the protection rating of the turret.

Option Summary

Name	Faction	AUX?	Upgrade Cost
Ablative Armor	All	No	TV x1.1/point
Anti-aircraft Director Master/Slave	Axis	No	Total TV of group x 1.1
Armored Roof	All	No	TV x1.1
Camo Netting	All	Yes	TV x1.1
Cherry-Picker Mount	Allies	Yes	TV x1.5
Command Vehicle	Axis	Yes	TV x1.1
Gun Ports	All	Yes	No Cost
Laser Targeting System	Axis	No	TV x1.1

Name	Faction	AUX?	Upgrade Cost
Mine-clearing Equipment	All	No	TV x1.1
Rail-Bound	Axis	No	*
Ram Plate	All	No	TV x1.1
Reinforced Armor	All	No	*
Remote Machinegun	Axis	Yes	*
Searchlight	All	Yes	*
Skirt Armor	All	No	TV x1.1
Smoke Launchers	All	Yes	TV x1.05

**See Description*

Threat Values Summary

Name	Battlefield TV
PzKpfw I Ausf B	19
PzKpfw II Ausf B	26
PzKpfw II Ausf C	26
PzKpfw II Ausf D	38
PzKpfw II Ausf E "Flamingo"	71
PzKpfw II Ausf F	29
PzKpfw 38(t) Ausf A	38
PzKpfw 38(t) Ausf D	38
PzKpfw III Ausf E	46
PzKpfw III Command	24
PzKpfw III Ausf F	45
PzKpfw III Ausf J	46
StuG C	32
PzKpfw IV Ausf F	42
"PzKpfw V Ausf D "Panther"	82
PzKpfw V Ausf G	85
PzKpfw VI Ausf E "Tiger"	97
PzKpfw VI Ausf EXS	143
Wespe	111
Brummbar SP	67
15cm Panzerwerfer 42 (SdKfz 4/1)	25
PzK IV Ausf A "Loki"	21
PzK IV Ausf B	32
PzK IV Ausf C	32
PzK V Ausf A "Valkurie"	27
PzK V Ausf B	39
PzK V Ausf C	42
PzK VI Ausf E "Donner"	51
PzK VI Ausf F	62
PzK VII Ausf A "Uller"	159
PzK VII Uller "heulende Kuh"	123
SdKfz 2 kleines Kettenrad	3

Name	Chassis TV	Battlefield TV
SdKfz 222 Armored Car		21
SdKfz 223 Armored Car		11
SdKfz 250/1		15
SdKfz 250/3		15
SdKfz 250/6		9
SdKfz 250/7		19
SdKfz 250/8		16
SdKfz 250/9		35
SdKfz 250/12		16
SdKfz 251/1		14
SdKfz 251/1 "Stuka-zu-Fuss"		42
SdKfz 251/2		30
SdKfz 251/3		14
SdKfz 251/7		20
SdKfz 251/10		19
SdKfz 251/12		13
SdKfz 251/16		66
Sd Kfz 251/20 "UHU"		7
SdKfz 312 "Spinner"		10
SdKfz 314 "Spinner Zwei"		12
SdKfz 330 Ausf A		22
Infantry Tank Mk II "Matilda (II)"		57
Infantry Tank Mk II "Matilda CDL"		80
Infantry Tank Mk II "Matilda Scorpion"		57
Infantry Tank Mk III "Valentine I"		57
Infantry Tank Mk III "Valentine II"		57
Infantry Tank Mk III "Valentine III"		55
Infantry Tank Mk III "Valentine VII"		58
Infantry Tank Mk III "Valentine IX"		58
Inf. Tank Mk III "Valentine Bridgelayer"		30
Archer SP Gun		43
Inf. Tank Mk IV "Churchill I"		79

Name	Battlefield TV
Inf. Tank Mk IV "Chruchill IV"	85
Inf. Tank Mk IV "Churchill VII"	97
Inf. Tank Mk IV "Churchill AVRE"	84
Inf. Tank Mk IV "Churchill Crocodile"	114
Inf. Tank Mk IV "Churchill Bridgelayer"	44
Inf. Tank Mk IV "Churchill Mat Layer"	44
Inf. Tank Mk IV "Churchill w/Fascine"	79
Cruiser Tank Mk III (A13)	35
Cruiser Tank Mk IV (A13 MkII)	35
Cruiser Tank Mk VI "Crusader I"	45
Cruiser Tank Mk VI "Crusader II"	44
Cruiser Tank Mk VI "Crusader III"	49
Bren Carrier	7
Infantry Walker Mk VIIIA "Cavalier I"	28
Infantry Walker Mk VIIIB "Cavalier II"	31
Infantry Walker Mk VIIIC "Cavalier III"	39
Infantry Walker Mk VIIID "Cavalier IV"	37
Infantry Walker MV12A "Roundhead I"	43
Infantry Walker MV12B "Roundhead II"	47
Infantry Walker MV12C "Roundhead III"	76
Infantry Walker MV12D "Roundhead IV"	65
Infantry Walker MV12E "Roundhead V"	65
Infantry Quadruped Mk I "Wagsworth"	73
Infantry Quadruped Mk II "Bulldog"	73
Infantry Quadruped Mk II "Barking Bulldog"	59
Bulldog AWRE	76
Humber MkII	17
Marmon Herrington Armoured Car MkII	15
Daimler Armoured Car	27
"Pink Panther" LDRG Truck	7
"Pink Panther" SAS Jeep	10
Hvy Weapons SAS Jeep	12
M3A1 Light Tank General Stuart/Mk IV "Honey"	50
M3A5 Medium Tank/ "Grant II"	72
"Grant CDL"	103
"Grant CDL II"	104
M4A1 Medium Tank General Sherman	66
M4A2	66
M4A3	66
M4A6	74
T10 Mine Exploder Tank	66
Sherman Crab	66
M4 w/M1 Bulldozer Kit	66
M4 "Calliope"	109
M10 Tank Destoyer/"Wolverine"	45
M11A1 General Early	30
M11A2	31
M11A3	52

Name	Battlefield TV
M12A1 General Longstreet	47
M12A2	74
M12A1 with T72E2 Launcher	67
M14A1 General Jackson	164
M14A2	180
Tucker APC	19
Tucker .50	43
M3 Halftrack	35
M7 "Priest" Howitzer Carriage	130
M8 "Greyhound" Armored Car	28
M20 Armored Car	9
M29 Studebaker "Weasel"	3
DUKW	4
Fiat L6/40	31
L6/40 with Flamethrower	66
L6/40 Command	31
Semovente L40 47/32	20
Fiat M13/40 Medium Tank	43
M40 Semovante Commando	27
Autoblinda 40 Armored Car	27
Autoblina 41 Armored Car	31
LC1/40 Light Walker	40
LC42 47/32 Walker	68
Char B1-bis	65
Char AMX-42A "Grognard"	139
BT-7	38
T34/76A	59
T34/76B	65
KV-1C	86
KV-IIA	201
KV-IIC	88
T-44 "Nikolai Lenin"	94
T-45 "Nikolai Tesla"	78
SU-76	61
G27	37
G27-65	37
BA-10 Armored Car	25
Type 95 "Ha-Go"	27
Type 97 "Chi-Ha"	39
Shiki 38	37
Shiki 44	50
Shiki 42	37
Type 100	180
Type 1 HO-RO	50
Type 2 Amphibious	40
Truck	6
Small Scout Car (Jeep, etc.)	7

COLOR SCHEMES

The Wehrmacht was the only army during WWII to make extensive use of elaborate camouflage, both on its vehicles and in clothing issued to its troops. A dizzying array of markings, numbers and insignia were employed to identify vehicles during the war, so much so that entire books have been dedicated to the subject. For much of the war, however, individual unit commanders had wide discretion in how they chose to camouflage and identify their vehicles.

None of the Allied ground forces during WWII made extensive use of camouflage on their vehicles and uniforms, though all tried to adapt their colors to the theater in which they operated. The British in particular used many color schemes in the early days of the conflict, though these gradually disappeared as their usefulness was put into doubt. By the mid-war on, olive drab (a light brownish green color) was the most commonly seen Allied paint scheme, with local variations.

BRITISH COMMONWEALTH

During the early fighting in France, most of the vehicles of the British Expeditionary Force were painted dark green, usually with a pattern of gray or brown swatches. Several sported a bronze green/middle green camouflage pattern. British forces in the Pacific used the same scheme, though with more emphasis on darker green colors. All would remain in use throughout the conflict.

North African and Middle East-based units utilized a variety of desert schemes during the course of the war, the most striking being the "pattern breaker" scheme employed at the beginning of that conflict. It utilized a base coat of sandy brown over which were painted angular shapes of black, dark brown, gray and sky blue, in an attempt to break up a vehicleís silhouette. Later, a simpler scheme was adopted, using dark brown waves or spots over a light tan color; a common variant, also used by American forces, painted the top half tan and the lower half mid-brown, with a wavy hard separation.

It was common for all the vehicles in a troop to have names using the same first letter of the alphabet (e.g. 'H' troop consisting of Hector, Hannibal, Homer, Horace, and Hasrubal). City names were often used instead of people, but motto names like 'Valorous' were seen as well. These were added in small, stenciled letters to the turret or upper torso of the vehicle. Troops, squadrons and companies were also identified with either wide colored bands painted on the side armor, or a small square patch located near the front bumper (or the foot, for walker) — sometimes both.

GERMANY

All Wehrmacht vehicles were painted Panzer Grey when they left the factory. Vehicles earmarked for North Africa were painted Desert Yellow, though many arrived still painted Panzer Gray due to time constraints and material shortages. Little existed in the way of formalized camouflage schemes. On the Russian front, frequent coats of white wash were applied to mimic snow, but they wore off easily and needed frequent reapplication. Often, markings were just painted around to preserve them.

This period saw great diversity in markings, particularly the national cross. Originally solid white, it was repainted a "low visibility" yellow to make identifying vehicles difficult in the heat of battle. Prior to Operation Barbarossa, a new black cross, outlined in white, was adopted as the standard national marking. Apart from the vehicle's numeric designation, the Division emblem, generally consisting of a basic geometric shape, would often appear either on the front right or rear left of the vehicle. A bright red Nazi flag was often draped across the upper surfaces of a vehicle to assist in aerial recognition.

By 1942, standard sets of colors were adopted. Dark Yellow was used as an overall base color, with patches of Red Brown and Olive Green applied on top to break up the outline of the vehicle. There were no standard patterns laid down by O.K.W.: camouflage was left up to individual crews, with most using large irregular shapes or stripes. Additional stowage was still commonplace, especially in Africa and Russia. With increased hostile air activity, however, recognition flags virtually disappeared.

To standardize field designations, O.K.W. produced a three-digit numbering system. The first digit represented the vehicleís Kompanie, the second was its Zug number and the third denoted the vehicle itself. For example, a vehicle with a '324' designation would be the 4th vehicle of the 2nd Zug of the 3rd Kompanie. The three-digit are generally displayed on the right hand side of the vehicleís turret or superstructure, though it may appear on both sides; walkers sometimes wore it on the leg, to make it easier for infantrymen to see. The national cross is present on both sides of the turret or superstructure and could be displayed on the rear of the vehicle.

By late 1943, increasingly complex camouflage patterns appeared. These were frequently applied at the factory and had

M12A1 GENERAL LONGSTREET, TUNISIA 1943

The units landed in North Africa during Operation Torch were originally painted olive drab, but crew quickly used captured paint supplies to make their vehicle less conspicuous. Brown or sand paint (or mud) was applied as best possible; markings were sometimes repainted on top.

M12A1 GENERAL LONGSTREET, PACIFIC 1943

A few walkers (mostly flamethrower-equipped A2s) were deployed as infantry support during the island campaigns. They sported brown tiger stripes on top of their olive drab base coat. Teeth, fangs and other decorations intended to scare the enemy were quite common.

M12A1 GENERAL LONGSTREET, EUROPE MID-1944

The first American walkers to set foot on the European continent sported an overall olive drab paint scheme. This particular vehicle sports a white identification band; the star is noteworthy as it lacks the circle in use at the time. Unit markings are placed on the turret and the thigh armor.

M12A1 GENERAL LONGSTREET, EUROPE LATE 1944

As winter came during the drive across Europe, vehicle crews were issued white paint to camouflage their vehicle. It was often thinned and rapidly applied, and so the original olive drab color often showed through in many places.

PzKpf V 'Valkurie' Ausf-A, Europe Late 1942

This Valkurie is painted in a unified Dark Green scheme and served in France as part of the pacification effort. The non-standard slogan and unit markings may have been intended to strike fear and respect in the population.

PzKpf V 'Valkurie' Ausf-A, North Africa 1942

This Valkurie is painted in an overall light khaki (known to the Germans as "Desert Yellow"). The vehicle shown is fairly clean; those that have been in the field for some times acquired a collection of water containers, jerry cans and assorted equipment.

PzKpf V 'Valkurie' Ausf-A, Europe 1943

This Valkurie is painted in a wavy light gray over dark gray pattern. It is likely it served somewhere on the Italian borders, where mountains were common.

PzKpf V 'Valkurie' Ausf-A, Europe Late 1944

This Valkurie was painted in the traditional German "ambush" pattern, which crew sometimes called "Oktober Fest." Dark Yellow was used as an overall base color, with patches of Red Brown and Olive Green applied on top to break up the outline of the vehicle.

CAVALIER MK III, NORTH AFRICA 1942

This vehicle sports a unified sandy colored paint scheme. The red and white bands are a recognition pattern for the troop, to avoid friendly fire incidents. Though this one is shown without, 8th Army vehicles often carried cans and boxes of supplies on their hulls.

CAVALIER MK III, TUNISIA 1943

Some newer Cavaliers were repainted for the Tunisia campaign, using a dark, almost black brown color in a wavy pattern over the sand-colored base.

CAVALIER MK III, EUROPE MID 1944

The Cavaliers sent to assist the invasion effort were often painted in a two-tone green pattern to help them hide in the vegetation of Northern France, where German ambushes were feared. Judging from the kill markings, this is a veteran crew.

CAVALIER MK III, EUROPE LATE 1944

By the later months of 1944, the situation was judged stable enough to dispense with the camouflage whenever possible. Cavaliers were sent to the front covered only in the medium green paint scheme that was applied at the factory.

PzKpf V 'Valkurie' Ausf-A, Europe Late 1942

This Valkurie is painted in a unified Dark Green scheme and served in France as part of the pacification effort. The non-standard slogan and unit markings may have been intended to strike fear and respect in the population.

PzKpf V 'Valkurie' Ausf-A, North Africa 1942

This Valkurie is painted in an overall light khaki (known to the Germans as "Desert Yellow"). The vehicle shown is fairly clean; those that have been in the field for some times acquired a collection of water containers, jerry cans and assorted equipment.

PzKpf V 'Valkurie' Ausf-A, Europe 1943

This Valkurie is painted in a wavy light gray over dark gray pattern. It is likely it served somewhere on the Italian borders, where mountains were common.

PzKpf V 'Valkurie' Ausf-A, Europe Late 1944

This Valkurie was painted in the traditional German "ambush" pattern, which crew sometimes called "Oktober Fest." Dark Yellow was used as an overall base color, with patches of Red Brown and Olive Green applied on top to break up the outline of the vehicle.

great uniformity. Despite this formalization, shortages in materials meant it was still common to see vehicles displaying unofficial schemes — or even deployed in the base Dark Yellow! Some units found it prudent to alter the three-digit sequence of their command vehicles to avoid enemy gunners. Because of extensive Allies air cover, there was widespread use of foliage to obscure vehicles from the air.

IMPERIAL JAPAN

All Japanese armored vehicles were painted either a deep dark green or a dark yellow-brown. Camouflage was often added with a pattern of yellow-brown wavy lines to green vehicles or green spots to a yellow brown one. Tanks had a small white star on the front of the hull, while walkers were emblazoned with a chrysanthemum Mon (badge) prominently displayed on the chest. As both the Imperial Army and Navy had their own ground forces, Army walkers and vehicles sported a Red Sun on a white field (the "meatball") and the Navy used the Rising Sun.

ITALY

The paint schemes used by the Italian army were as varied as their vehicle designs and the theatres in which they operated. The early war schemes consisted of an overall flat tan.

Later on in the conflict, some vehicles displayed a wavy combination of sand yellow, chocolate brown and mid-green. Eventually, this gave way to a mottled sand and dark olive green scheme. Over dry, barren sand, the green was replaced by a terracotta color.

Guns and engine cowlings were sometimes painted in white or other distinctive colors.

SOVIET RUSSIA

Throughout the war years, the Red Army kept to a basic and straightforward scheme of overall olive drab (which sometimes appeared brownish, depending on paint supplies) for all their vehicles and walkers. The one exception was the Red Guard units, who sported bright red color, which were soon toned down to a more muted (and less conspicuous) dark red.

Camouflage was almost unheard of; when it was used, a simple blotch pattern of dark brown or black was applied over the OD base coat. Some vehicles received a mix of light brown and olive green, and sometimes up to three or even four shades of brown and green were applied, depending on color availability. As soon as the first snows came, the Red Army would immediately cover their vehicles and walkers with a resilient white paint. The resulting green/white patterns varied immensely, but all shared a sloppy, uneven appearance.

The Soviets often painted patriotic slogans or famous quotes from Comrade Stalin on the sides of their fighting machines. The Red Star was not used on all combat vehicles, but walkers, which had much less flat area for slogans, usually sported a Red Star somewhere on the machine. The various superheavies, with their large armor panels, displayed both Red Stars and slogans. Russian vehicles carried little else in the way of identification numbers and letters, all of it written using Cyrillic characters.

UNITED STATES

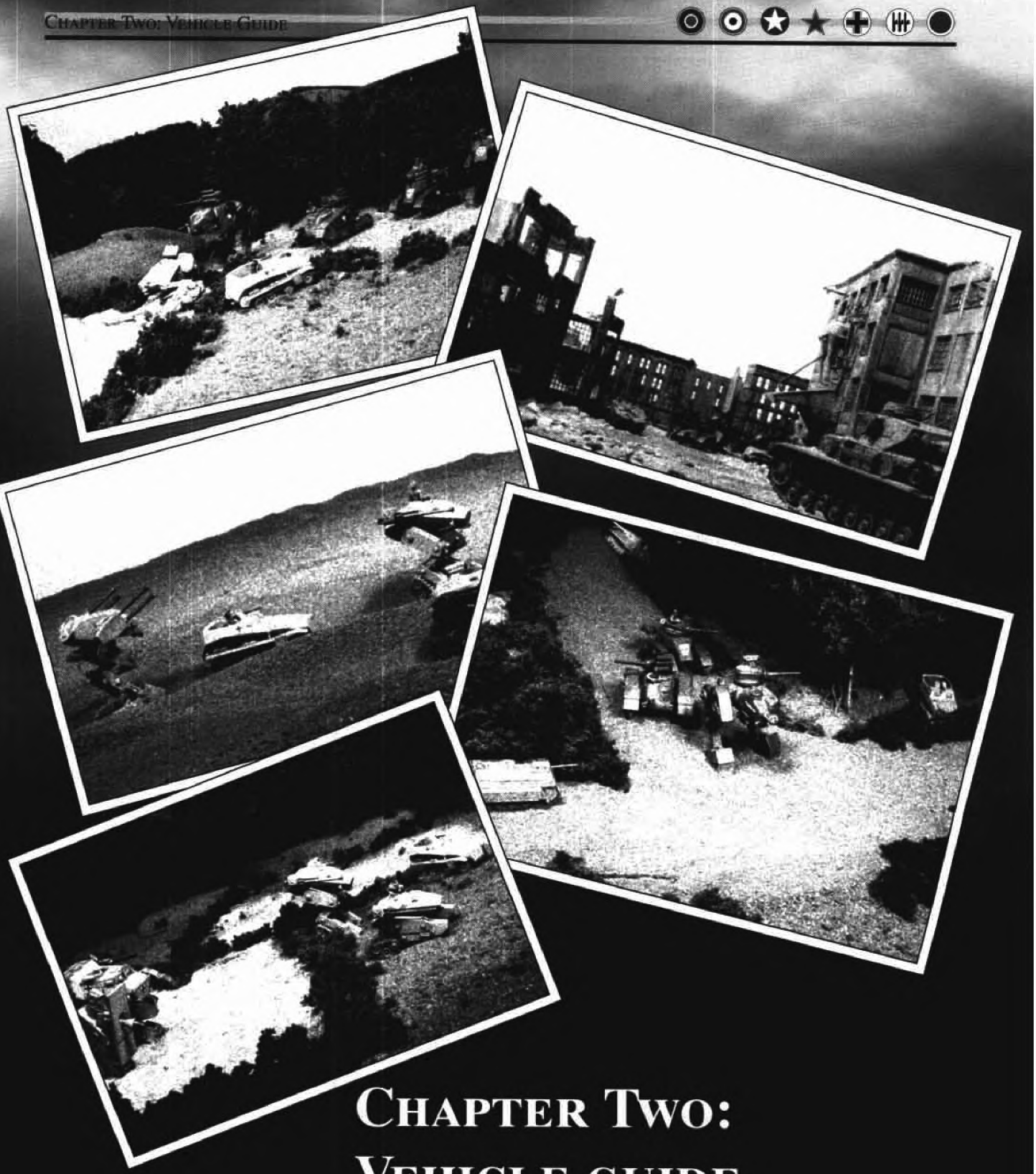
The standard regulation color scheme for the US Army was a dark olive paint scheme with white five-pointed stars, sometimes surrounded with a white circle. The star was painted on each side of the vehicle and on the hood; walkers carried them on their torso. Many crews deliberately painted these out, however, as the stars made excellent aiming points for enemy gunners.

Camouflages were used in the field, but they were almost always an individual commander's inititative. Troops applied white paint over their entire vehicles in the winter month; crew deployed in North Africa used brown, tan and even Desert Yellow paint captured from the Germans to break the unified color of their units.

It was a common practice for vehicle crews in all theaters to name their machines after wives, sweethearts, hometowns, or whatever struck their fancy. These, along with short slogans, were painted on the side of the turret. Walker pilots often emulated their Army Air Force counterparts, and decorated their machines with colorful art that ranged from Disneyesque cartoons to highly accurate and rather risqué representations of the female form. In terms of identification patches, vehicles bore little more than a serial number stenciled on the side or the leg. Units deployed in Operation Torch received white identification chevrons and lines painted according to a complex system.

Markings

If the basic colors were drab and standardized, a dizzying array of markings, numbers and insignia patterns were employed to identify vehicles during the war. Most of them took the shape of small areas of color that broke otherwise solid paint schemes. For much of the war, individual unit commanders had wide discretion in how they chose to camouflage and identify their vehicles.

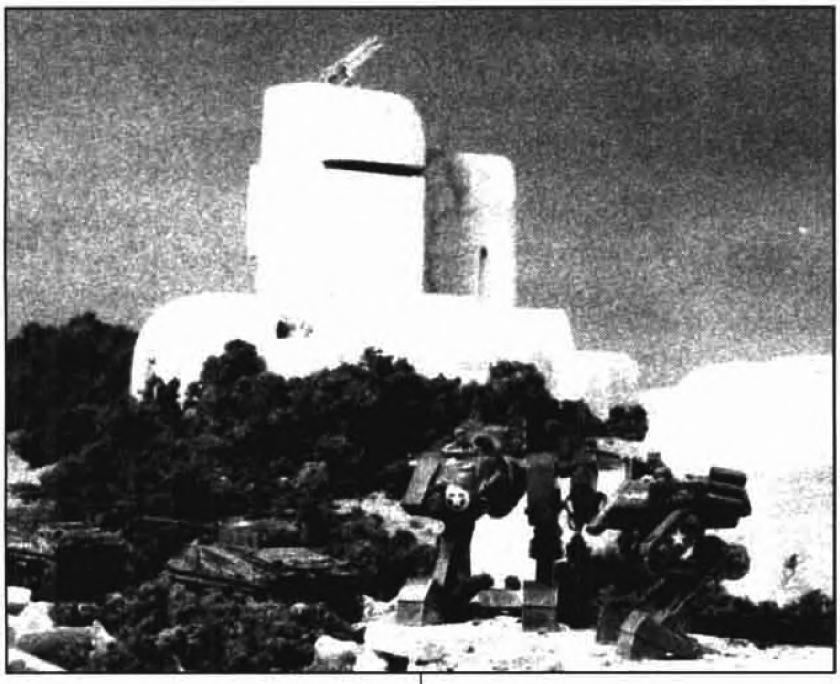


Chapter Two: Vehicle guide

The widespread nature of the conflict meant that a lot of men and vehicles were needed to cover all the fronts. Factories worked overtime to produce a large number of chassis, hulls and variants. As if this was not enough, the men in the field often created variants of their own to reflect their current battlefield needs.

OVERVIEW

At the start of the conflict, most of the superscience weaponry was confined to two types of vehicles: the new combat walkers, and the aircraft. These were the first to mount new weapon types and advanced equipment such as sensors, radars and other defensive devices. For the bulk of the armed forces, more conventional tools — such as tanks — were preferred, and indeed their ease of fabrication meant that for the first half of the war they outnumbered the rest by a significant margin. As time passed and concepts were validated, however, the lines began to blur: new variants came off the assembly lines, and men in the field used salvaged items and hulls to create combat-worthy machines.



UNIT

The bulk of this chapter contains various superscience units from the world of **Gear Krieg** (more conventional vehicles are already covered in the **Companion**). They can all be built using the existing parts, sometimes in combination with historical models (in the case of tanks and most infantrymen) or with newly-built parts (such as the various artillery rockets). When building a modified model, don't throw away the extra parts — they will often come in handy to make other variants and miniatures.

If desired, many of the extra weapons can be pinned in place rather than glued, to allow equipment swapping between games. Pinning involves drilling a small hole in both parts and inserting a small length of wire.

Though some of the combat walkers have been photographed in rolling mode and others in standing mode, the game stats given apply equally to both. It is quite alright to make them all standing, or all rolling. The intention was to provide some visual diversity to the battlefield.

Bases

*Many of the models shown in this manual have been based. While this is not strictly necessary (most **Gear Krieg** models will stand on their own quite easily), it makes the whole miniature sturdier and more stable. It also protects the paint scheme by providing an alternate location to grab the model. The 40mm plastic round base is available in blisters of eight from Dream Pod 9.*

Start by gluing the model to the base. Small pieces of plastic cards can be glued on first to make an uneven ground; plaster or putty work as well. If the latter are used, the feet or threads can be "sunk" into the putty to simulate weight. Once this is done, glue some sand or flock to the base to give it a ground texture. An old paintbrush and carpenter's glue make the work fairly easy: spread the glue around the figure, then sprinkle fine sand or flock evenly, shaking out the excess after a few minutes. Once this is thoroughly dry, a second coat of highly diluted glue can go on top to lock down any errant grain of sand. Don't be afraid to add small rocks and bits of scrap plastic to create an interesting environment: rocks, small boulders, part of a wall.

Flock and lichen can be glued on to create more complex scenery. Glue on any additional accessories (spare guns, scenery items, ruins) and give the entire model a coat of varnish.

INFANTRY WALKER MK VIII "CAVALIER"

Though the British high command had some passing interest in the walker concept, they did not pursue research into the field until right before the war, when reports of German successes grew too loud to ignore. By then they had accumulated a serious gap in development, and it was simpler to just create a version of the Americans' General Early walker (which was already available under Lend-Lease) that could be manufactured in local factories.

The first Cavaliers were very similar to their cross-Atlantic brethrens. The hull was made of riveted panels, and the engine compartment was slightly enlarged to take a variety of water-cooled engines rather than the air-cooled radials preferred by U.S. engineers. The legs used Vickers-type mechanisms, which were slightly different from the original ones (the toes' shock absorbers were bulkier and featured two smaller road wheels), required different armor plating. The vehicle also used a British-made radio and computator.

INFANTRY WALKER MK VIIIA-C ("CAVALIER" MK I-III)

Most of the Cavaliers in service with the British army were either of the A, B or C models. All three shared the same riveted hull and armor design as their American counterpart (the B and C variants also sported the same turret), and, apart from the British engines and electronics, were exactly the same.

The C variant was a much needed improvement over the previous models. Refinements by Vickers from the Christie Walker Suspension followed a natural progression, as industrial production was smoothed out and technical refinements came to fruition. A rapid-firing light cannon was introduced (based on a necked-down AA shell), as well as the better M40 explosive charges seen on the Roundhead. A better radio set with more extensive range was also added.

Modeling Notes: The "A" variant can be built from the basic kit available. Use the machinegun and attach it to the side torso, opposite the grenade pack. The .50 machinegun with shield goes at the front of the fighting compartment. The top remains open (a 15mm infantry figure can be added to the fighting compartment for additional detail).

The "B" variant uses the short-barrel machinegun piece for the turret. The top is closed with the turret mounting plate. The "C" variant is the same but uses the long-barrel 37mm cannon piece.

INFANTRY WALKER MK VIIID ("CAVALIER" MK IV)

The D variant was essentially the same as the C, but sported a different engine with more horsepower. This allowed the vehicle to carry another pack of three grenades, which were mounted on the turret.

Modeling Notes: Build the chassis as for the C variant, but add another grenade pack on the side of the turret.

INFANTRY WALKER MK VIIIE ("CAVALIER" MK V)

The E variant was designed as an upgrade package for the A models, which were rapidly becoming obsolete as the conflict progressed. A recoilless rifle, first developed for the Longstreet, was mounted on the left side of the chassis. Though it had a very restricted field of fire, it transformed the vehicle into a crude but efficient armor hunter.

Modeling Notes: Build the basic chassis as for the A variant, making sure to glue the gun shield to the front right of the fighting compartment. Glue a bazooka (from the Allies Weapon Pack) to the left side of the hull, using a weapon mounting plate (see datacard picture). For best effect, add a 15mm soldier figure in the hull.

INFANTRY WALKER MK VIIIF ("CAVALIER" MK VI)

The F variant was built on the same chassis as the D, but the original cast-metal turret is replaced by an American-made M76 anti-aircraft turret sporting quad 20mm guns, usually made by Brownings locally. The guns were extremely heavy and often shortened the vehicle's service life considerably.

Modeling Notes: Build the chassis as for the C variant, but use the quad-barrel turret from the *Anti-Aircraft Guns* pack (DP9-624). The top is closed with the turret mounting plate. The rolling mode legs were taken from the General Early kit (DP9-609); bolts were added with drops of paint.

Rolling Mode

The rolling mode of the Cavalier is not available as a separate model, nor are the legs easy to modify (though it is feasible, there's a lot of cutting and patching involved). To get around this, simply use the legs of the American General Early walker and add rivets to them. Purists may want to correct the shape of the foot covering by performing a foot swap.

GEAR KRIEG™

INFANTRY WALKER
MK VIIIA "CAVALIER I"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	28	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Inefficient Controls, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Vickers .50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1,AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

INFANTRY WALKER
MK VIIIC "CAVALIER III"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	28	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Inefficient Controls, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.2-pdr Cannon	F	2	4	8	16	0	x7	1	8	-
.30 LMG	F	1	2	4	8	0	x2	2	200	ROF2, AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

INFANTRY WALKER
MK VIIIE "CAVALIER V"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	58	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Inefficient Controls, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

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INFANTRY WALKER
MK VIIIF "CAVALIER VI"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	72	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Inefficient Controls, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
.30 LMG	F	1	2	4	8	0	x2	2	200	ROF2, AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

INFANTRY WALKER MK XII "ROUNDHEAD"

The Cavalier soon proved inadequate as a front line combat unit, and plans were put into motion to bring a Lend-Lease version of the Longstreet to the British army. Though it fielded unmodified Longstreets at first, it was soon decided to adapt it to local production facilities. The British version, called the "Roundhead" for its cast metal pilot compartment, sported a water-cooled radial engine and locally-produced computator and electrical systems. The former used a porthole-like opening rather than a vision slit, and the radiators were quite distinctive from the American air-cooling louvers. The legs used more boxy armor covers to facilitate fabrication and storage.

As Vickers became more familiar with the advances of the latter series of Christie walker suspensions, improvements in the Roundhead motive and support systems began to appear. The addition of a Rolls-Royce "Medusa" engine on the E variant solved the heat-exchanging problems seen in the previous engine design, and mechanical improvements to the computator system made for a more stable control.

The later versions of the Roundhead were famous for their sensors. A cut-down version of the XL400 radar set was used in one of the first attempts to mount radar capabilities on a vehicle. A more advanced reflex-targeting array and improvements to weapon stabilization translated into more accurate fire, although problems with the weapon mounts plagued this model for almost a year. The more powerful M50 explosive charges were also introduced at this time.

INFANTRY WALKER MK XIIA-B ("ROUNDHEAD" MK I-II)

The first Roundheads to enter service came in two variants, A (with a 37mm cannon) and B (with an American-designed flamethrower). They were otherwise identical.

Modeling Notes: The "A" variant can be built from the basic kit available. Use the long-barrel 37mm cannon piece and attach it to the turret. The "B" variant can likewise be built from the basic kit, but it uses the short-barrel flamethrower piece.

INFANTRY WALKER MK XIIC ("ROUNDHEAD" MK III)

The C variant was built on the same chassis as the A, though the turret received mounting brackets for a row of six launch tubes for heavy artillery rockets. Many frontline troops included a Roundhead-C for close-in fire support; though the rockets were fairly inaccurate, they did wonder against stationary targets.

Modeling Notes: Build the chassis as for the A variant. Build a six-tube rocket pack (see page 34 for template and instructions) and glue it above the turret.

INFANTRY WALKER MK XIID-E ("ROUNDHEAD" MK IV-V)

These two models was outwardly identical to the A (Mk III) version, but equipped with a PVAT (Projectile-Vehicle-Anti-Tank) launcher on a side hardpoint (the E also has a more powerful Medusa engine). The launcher, nicknamed "Dustbin Thrower," used a small hydraulic ram and compressed gas to drive a large shaped charge over short distances. The vehicle could reload by itself using one of its manipulator arms, though the operation was tricky and couldn't be done on the move. Specialty types of ammunition (anti-infantry, incendiary, etc.) were proposed, but none were produced before 1943.

Modeling Notes: The "D" and "E" variants can be built from the basic model available plus parts from the Allies Weapon Pack. Build the chassis as usual, with the gun turret. Take the PVAT launcher from the Weapon Pack along with one mounting plate (the square with a hole in them). Glue the latter on the side of the left leg, then mount the PVAT on it.

INFANTRY WALKER MK XIIF ("ROUNDHEAD" MK I-AA)

This variant is built on the same chassis as the A/B model, but with one major difference: the original cast-turret is replaced by an M76 anti-aircraft turret sporting quad 20mm guns, usually made by Brownings locally. It was originally intended to defend against German aircraft, though as the latter became scarce the guns were often turned against ground targets. The weight of the turret put significant strain on the chassis, shortening its useful lifespan.

Modeling Notes: Build the chassis as for the A/B variant, but use the quad-barrel turret from the *Anti-Aircraft Guns* pack (DP9-624).

Rolling Mode

The rolling mode of the Roundhead is not available as a separate model, nor are the legs easy to modify (though it is feasible, there's a lot of cutting and patching involved). To get around this, simply use the legs of the American General Longstreet walker and add rivets to them. Purists may want to correct the shape of the foot covering by performing a foot swap.

GEAR KRIEG™

INFANTRY WALKER MV12A "ROUNDHEAD I"

Year In Service:	1941	Maneuver:	+1	Armor:	9/18/27
Threat Value:	43	Fire Control:	+1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	80km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	F	0	0	0	1	+1	x7	1	15	ROF1, SB
.30 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

INFANTRY WALKER MV12E "ROUNDHEAD V"

Year In Service:	1941	Maneuver:	+1	Armor:	9/18/27
Threat Value:	63	Fire Control:	+1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	80km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	1	2	4	8	-1	x13	1	5	-
1.2-pdr Cannon	F	2	4	8	16	0	x7	1	9	-
.30 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

INFANTRY WALKER MV12C "ROUNDHEAD III"

Year In Service:	1941	Maneuver:	+1	Armor:	9/18/27
Threat Value:	133	Fire Control:	+1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	80km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	6	MR10, AE0, IF
1.2-pdr Cannon	F	2	4	8	16	0	x7	1	9	-
.30 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

INFANTRY WALKER MV12F "ROUNDHEAD I-AA"

Year In Service:	1941	Maneuver:	+1	Armor:	9/18/27
Threat Value:	87	Fire Control:	+1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	80km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	4	120 aa	Link,ROF2,AE1
.30 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI

M11 General Early

The M11 series was the first mass-produced American combat walker design. The first M11 left the assembly line in March 1939, and a total of 7980 M11 walkers where built until production stopped in late September 1943. The British received the M11 under the Lend-Lease program in March of 1941 and named the vehicle ìCavalierî (it was latter to be produced locally).

The hull of the vehicle was made of flat metal sheet bolted on an internal framework that held the engine and weapon hardpoints. Cutouts on either side of the forward driver position allowed the legs to fold flat to make use of the road wheels mounted in them. The front wheels were powered by an hydraulic rotor that used the foot's pressure lines; steering and braking alike were taken care of by varying the pressure feed through the drive computator, which was located under the driver's seat. The commander served as gunner and radioman, though the side weapons were generally triggered by the driver.

The walkerís ability to shoot and move, coupled with the highly reliable engine in most versions, made it a favorite of its crew. The 37mm M6 gun was adequate early on in the war, but by early 1942 the walker was outgunned by its Axis counterparts. Various refits were made in the period between 1941 and 1943 which extended the vehicle's combat abilities, but toward the end of the conflict the M11 was mostly relegated to scouting, reconnaissance and flanking operations.

M11A1-A3 General Early

The A1 was an open-topped hull that was produced when the walker concept was relatively new. To cut weight and help it along, there was no roof, which also made it easier for the crew to see where they were going!

As the first tests proved, the pilot's position (high and at the front) made it easier to see than an equivalent tank, and a roof was added to support a small turret (M11A2). The success of the latter made the U.S. Army upgrade the gun to a 37mm cannon quickly (M11A3), though both A1 and A2 continued to serve as recon and anti-infantry vehicles throughout the conflict.

Modeling Notes: The "A1" variant can be built from the basic kit available. Use the machinegun and attach it to the side torso, opposite the grenade pack. The .50 machinegun with shield goes at the front of the fighting compartment. The top remains open (a 15mm infantry figure can be added to the fighting compartment for additional detail).

The "A2" variant can be built from the basic kit available. Use the short-barrel machinegun piece and attach it to the turret. The top is closed with the turret mounting plate. The "A3" variant is similar but uses the long-barreled 37mm cannon piece instead.

M11A4 General Early

The A4 variant was built on the same chassis as the A2-A3, but carried the M76 anti-aircraft turret with quad 20mm guns. The guns were extremely heavy and often shortened the vehicle's service life considerably, but they provided great firepower. The A4E1, which came a few months after, added 48(!) light rockets and four packs of grenades, thanks to an upgraded Liberty engine taken from the Longstreet program.

Modeling Notes: Build the chassis as for the A2-A3 variant, but use the quad-barrel turret from the *Anti-Aircraft Guns* pack (DP9-624). The top is closed with the turret mounting plate. The A4E1 adds rockets on the turret and the rear deck, plus some grenades.

M11A3E1 General Early

The A3E1 variant differed from the standard A3 only by the presence of a set of mounting brackets on the turret for a rack of artillery rockets (and the attendant electrical firing system). The A3E1 was disliked by crew, since the rockets blocked the upper turret hatch. The rack was often discarded after firing, despite orders not to do so. Technicians in half-tracks often followed the main armored thrust to pick them up.

Modeling Notes: Build the chassis as for the A3 variant but add a six-tube heavy rocket pod (see page 34).

M11A1E1 General Early

The A1E1 was a standard A1 retrofitted with a rack of light artillery rockets on the rear engine deck. Crew usually added a heavy tarp across the fighting compartment to protect the equipment against the rockets' exhaust.

Modeling Notes: Build the chassis as for the A1 variant but add a twenty-four-tube light rocket pod (see next page for the modeling instructions).

M11A3E2-E3 General Early

The A3E2 variant appeared on the European battlefield in mid-1944. The turret ring was reinforced to support the

weight of a recoilless rifle. A3E2s served mostly as cheap tank hunters, using their mobility to flank the larger German tanks that were pinned down by more heavily armed Allied forces.

The A3E3 was the same as the previous E2 variant, but added artillery rockets and grenades for preliminary bombardments. It was somewhat underpowered and rarely used.

Modeling Notes: Build the chassis as for the A3 variant, but add the walker bazooka (on a mounting plate) from the Allies Weapon Pack (DP9-638), using the datacard illustration as a reference. To make a E3, add some artillery rockets to the turret and grenades.

M11A5 General Early

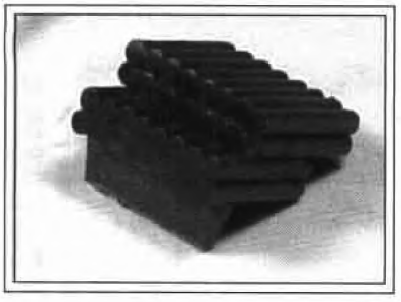
The A5 was the last general purpose variant to be widely distributed. It did away with the turret entirely, replacing it with a gun mount that supported a recoilless rifle paired with . The A5 had a more powerful engine to carry the extra weight, and usually sported twin grenade packs as well.

Modeling Notes: Build the chassis as for the A3 variant but don't use the turret — glue a mounting plate instead to support a PVAT launcher. Glue a walker bazooka on the side, and add grenades. All the parts are from the Allies Weapon Pack (DP9-638).

L-1 and L-2 Lend-Lease Walkers

The Soviets originally viewed the walker concept with disdain, preferring to build supertanks instead. When the Germans showed them (the hard way) their combat value, the Russian government hastily arranged for the purchase of a complete series of General Early walkers from the United States under the Lend-Lease program. These were A1 (rechristened L-1) and A3 (renamed L-2) models, re-armed with local weaponry and engines. They soon received Katyusha-like rocket launch rails for additional firepower.

Modeling Notes: Build the chassis as for the A1 and A3 variants, but add a twenty-four-tube light rocket pod (L-1) or eighteen-tube heavy rockets (L-2).



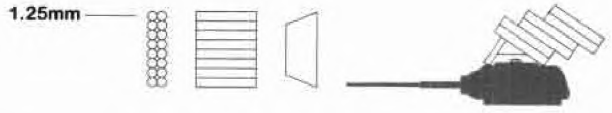
Building a Light Artillery Rocket Launch Rack

Artillery rockets are an easy way to add indirect punch to any vehicle. They are somewhat useless as an anti-vehicle weapon — they are not accurate enough to hit moving targets except through sheer luck — but they do wonders against stationary or entrenched units (especially infantry). Launch racks were fortunately quite simple, and so is modeling them (though you can always use the pre-made launcher from Weapon Pack 2 — DP9-243). Begin by selecting the number of rockets desired; normally, these are grouped in rows of six or eight tubes.

Hobby stores sell a large variety of styrene or metal rods and tubes. Either will work: rods are good to represent loaded launchers, while tubes (especially the thin brass or aluminum ones) make great empties. If you can find rods and tubes of the same diameter, you can model a half-empty launch rack! Measure and cut equal lengths of rods/tubes, about 3/4" long; it's best to cut a little long, so the assembly can be sanded to equal lengths once the tubes are glued side by side.

Place all the tubes on a flat surface, using a right-angle ruler to make sure the whole assembly is parallel and straight. Apply a tiny drop of glue between each tube — just enough to hold them together, but not enough to attach them to the surface! When this is dry, add more glue to reinforce the whole assembly. Use a piece of sheet styrene to mount the finished rack at the proper angle on the vehicle (see illustrations).

Light Artillery Rocket Template



(Actual Size)

GEAR KRIEG™

M11A3
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	30	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M48 Cannon	F	2	4	8	16	0	x5	1	8	ROF1
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

M11A4
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	74	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), EFuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A1
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	30	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A3E1
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	120	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	6	MR10, AE0, IF
M48 Cannon	F	2	4	8	16	0	x5	1	8	ROF1
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A1E1
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	270	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Light. Art. Rockets	FF	9	18	36	72	-1	x9	1	48	MR10, AE0, IF
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A2
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	30	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	T	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A3E2
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	60	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
M48 Cannon	F	2	4	8	16	0	x5	1	8	ROF1
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A5
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	80	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	FF	1	2	4	8	-1	x13	1	5	-
Walker Bazooka	FF	2	4	8	16	0	x14	1	6	HEAT
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A3E3
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	200	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	18	MR10, AE0, IF
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
M4B Cannon	F	2	4	8	16	0	x5	1	8	ROF1
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M11A4E1
GENERAL EARLY

Year In Service:	1939	Maneuver:	-2	Armor:	8/16/24
Threat Value:	400	Fire Control:	-1	Movement:	Walk 1/2, Gr. 2/4
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
Light. Art. Rockets	FF	9	18	36	72	-1	x9	1	32	MR10, AE0, IF
Light. Art. Rockets	FF	9	18	36	72	-1	x9	1	48	MR10, AE0, IF
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

L-1 LEND-LEASE
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	200	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Lt. Art. Rockets	FF	9	18	36	72	-1	x9	1	32	MR9, AE0, IF
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

L-2 LEND-LEASE
GENERAL EARLY

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	165	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	18	MR10, AE0, IF
M4B Cannon	F	2	4	8	16	0	x5	1	8	ROF1
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

M12 GENERAL LONGSTREET

The Allied (and particular American) forces faced a major problem during the conflict: U.S. walkers had to be transported by ship across vast oceans to land amphibiously on enemy shores. This limited their mass and physical size (the late war Jackson-class walker often couldn't be deployed for lack of proper transport ships). While the German tanks and walkers were bigger and often more powerful, they were relatively slow and ponderous, being used mostly as defensive positions.

In reaction, the Detroit motor works focused their energy on developing walker designs that were highly mobile and had minimal reliability issues (mechanics and fuel supply alike). Unlike the enemy designs, they used tire-equipped suspension to move rapidly along roads, relying on their legs to cross rough terrain. The Christie-derived suspension was a rugged and simple design similar to the M11's.

The armament started light, with only a 37mm cannon, a machinegun and some short-range demolition charge. The Americans' reliance on mass production slowed technical innovations, and the Army's doctrinal thinking, which often considered tanks and walkers alike as primarily infantry support weapons, compounded the problem further. Like its tank brethrens, the M12 was not up-gunned until later in the war (though when it was, some versions sported awesome amount of firepower).

With about 12,000 produced in dozens of variants, the Longstreet was the most widely produced walker of the war. In addition to the Lend-Lease models, Longstreets were sold to a number of allied states including Canada (which called theirs Lumberjacks) and even the Free France forces (which received a dozen in late 1944).

M12A1 AND A1E1 GENERAL LONGSTREET

The M12A1 was the first production model and was long considered to be the best (at least until later variants, such as the A8 and A15, were introduced). Though vastly undergunned, it was very mobile. The latter A1E1 variant was inspired by the 'Calliope' rack added to some Sherman tanks and featured mounting brackets on the turret.

Modeling Notes: The "A1" variant can be built from the basic kit available. Use the long-barrel 37mm cannon piece.

M12A2 GENERAL LONGSTREET

The A2 was outwardly similar to the A1, but replaced the flat-sided turret with a cast-metal hemisphere mounting a flamethrower. The later was fed liquid petroleum from tanks located inside the hull, with the compressor located in the turret itself. Most A2s served on the Pacific front, where they proved extremely valuable in breaching Japanese fortifications.

Modeling Notes: The "A2" variant can be built from the basic kit available. Use the short-barrel flamethrower piece and attach it to the turret.

M12A5 GENERAL LONGSTREET

The A5 variant was built on the same chassis as the A1-A2, but carried the mass-produced M76 anti-aircraft turret with quad 20mm guns. The guns were extremely heavy and often shortened the vehicle's service life considerably, but they provided great firepower.

Modeling Notes: Build the chassis as for the A1-A2 variant, but use the quad-barrel turret from the Anti-Aircraft Guns pack (DP9-624).

M12A8 AND M12A8E1 GENERAL LONGSTREET

The A8 kept the flamethrower turret of the A2 but added a bazooka and a British-made PVAT launcher. This gave it awesome firepower, but put a lot of strain on the suspension. The E1 variant attempted to correct this by removing the PVAT and replacing it with lighter demolition charges. Mounting brackets on the turret allowed it to carry six heavy rockets to make up for the lack of firepower.

Modeling Notes: The "A8" variant starts as an A2 and adds a bazooka and a PVAT from the Allied Weapon Pack (DP9-638). Use two of the mounting plates provided to attach the weapons to the legs. The E1 replace the PVAT with grenades and turret-mounted rockets.

LUMBERJACK MK I

The Canadian forces fielded their own variant, the Lumberjack. The hull was outwardly similar to the U.S.-built walkers, though it sported a slightly more powerful engine that allowed it to carry additional weaponry with no loss of speed. The turret ring was heavily revised to handle additional weight, and thus all the weapons were mounted on it. The Lumberjacks were produced in the Angus Railways Shops in Montreal. Some were deployed by American forces under the designation M12A1C1.

Modeling Notes: Start with a basic Longstreet, add a bazooka and a PVAT to the sides of the turret, using the mounting plates in the Allied Weapon Pack (DP9-638). Add three rows of six heavy rockets to the roof of the turret.

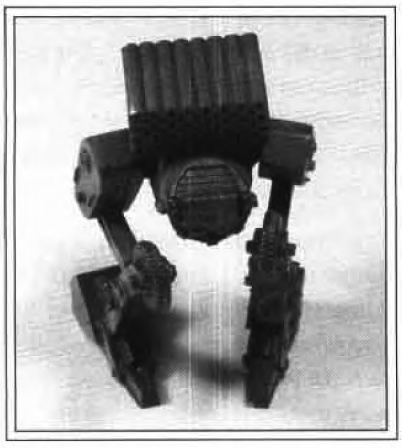
M12A8E2 GENERAL LONGSTREET

The E2 variant started out as a normal A8, but battle damage lead some technicans to try captured German weapons on their vehicles. They became more widespread as the fighting got closer to Germany, but were never truly common.

Modeling Notes: The "A8" variant starts as an A2 and adds a bazooka from the Allied Weapon Pack (DP9-638) and a Panzershreck from the Axis Weapon Pack (DP9-635). Use two of the mounting plates provided in the Pack to attach the weapons to the legs.

M12A6 GENERAL LONGSTREET

The A6 variant was a jack-of-all-trades deal. It used paired 20mm guns mounted on the hips to fight thin-skinned enemy vehicles, such as troop transports and armored cars. The guns were the same as the ones found on the M76 turret, simplifying ammunition supply. The main punch of the vehicle was located in the turret, however: a 37mm cannon marked targets for the Jackson recoilless rifle attached to the left side of the turret. Twenty-four light rockets could be carried as well.



Modeling Notes: Build the chassis as for the A1 variant. Attach the twin-barrel guns from the Anti-Aircraft Guns pack (DP9-624) to the side of the legs and a bazooka to the turret, with mounting plates (DP9-638). Add a light rocket rack to the roof of the turret.

M12A15 GENERAL LONGSTREET

The A15 emphasizes raw firepower over mobility and protection. It was a stop-gap measure introduced to make up for the lack of Jackson walkers, which had similar firepower but better protection. The A15 sported a larger Liberty radial engine to drive the weight of the twin bazookas and PVATs forward. The chassis was slightly reinforced, but still wore out at an alarming rate (which, considering the high casualty rate of the A15, seldom mattered).

Modeling Notes: The "A15" variant use the long-barrel 37mm cannon piece. Mount two bazookas and two PVAT launchers to the sides, with mounting plates (Allied Weapon Pack, DP9-638).

L-3 AND L-3A LEND-LEASE WALKERS

The Russians were forced to use American walkers under the Lend-Lease program until they could come up with their own designs. These were A1 chassis (rechristened L-3), hastily re-armed with local weaponry and engines: they received Katyusha-like rocket launch rails for their main firepower.

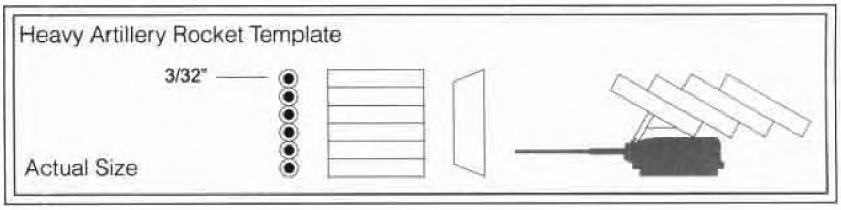
Modeling Notes: Build the chassis as for the A1 variants, but replace the turret with a twenty-four-tube heavy rocket pod. The mid-war model (L-3A) adds two bazookas on side mounting plates (Allies Weapon pack, DP9-638).

Building a Heavy Artillery Rocket Launch Rack

Artillery rockets are an easy way to add indirect punch to any vehicle. Launch racks are quite simple, and so is modeling them. Begin by selecting the number of rockets desired; normally, these are grouped in rows of six tubes.

Hobby stores sell a large variety of styrene or metal rods and tubes. Either will work: rods are good to represent loaded launchers, while tubes (especially the thin brass or aluminum ones) make great empties. If you can find rods and tubes of the same diameter, you can model a half-empty launch rack! Measure and cut equal lengths of rods/tubes, about 3/4" long; it's best to cut a little long, so the assembly can be sanded to equal lengths once the tubes are glued side by side.

Place the tubes on a flat surface, using a right-angle ruler to make sure the whole assembly is parallel and straight. Apply a tiny drop of glue between each tube – just enough to hold them together, but not enough to attach them to the surface! When this is dry, add more glue to reinforce the whole assembly. Use a piece of sheet styrene to mount them at the proper angle on the vehicle (see illustration).



Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	97	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	1	2	4	8	-1	x13	1	5	-
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
Flamethrower	F	0	0	0	1	+1	x7	1	15	ROF1, SB
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	87	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	T	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	47	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & Fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M88 Cannon	T	2	4	8	16	0	x7	1	9	ROF1
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	47	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	F	0	0	0	1	+1	x7	1	15	ROF1, SB
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

(CANADIAN) LUMBERJACK MK1

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	375	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	18	MR10, AE0, IF
Walker Bazooka	T	2	4	8	16	0	x14	1	6	HEAT
PVAT	T	1	2	4	8	-1	x13	1	5	-
47mm Cannon	T	3	6	12	24	0	x7	1	9	-
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI

GEAR KRIEG™

M12A8E1 GENERAL LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	367	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	6	MR10, AE0, IF
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
47mm Cannon	T	3	6	12	24	0	x7	1	9	-
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x8	-	3	AI

GEAR KRIEG™

M12A8E2 GENERAL LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	107	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Flamethrower	F	0	0	0	1	x1	x7	1	15	ROF1, SB
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

M12A6 GENERAL LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	292	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Light. Art. Rockets	T	9	18	36	72	-1	x9	1	32	MR10, AE0, IF
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AF1
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
47mm Cannon	T	3	6	12	24	0	x7	1	9	-
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI

GEAR KRIEG™

M12A1E1 GENERAL LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	322	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating (Light Dam. If moves & fires 3+ turns), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	18	MR10, AE0, IF
47mm Cannon	T	3	6	12	24	0	x7	1	9	-
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI

GEAR KRIEG™

M12A15 GEN LONGSTREE

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	180	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	1	2	4	8	-1	x13	2	5	-
Walker Bazooka	F	2	4	8	16	0	x14	2	6	HEAT
47mm Cannon	T	3	6	12	24	0	x7	1	9	-
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

GEAR KRIEG™

L-3 LEND-LEASE LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	245	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	32	MR10, AE0, IF
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI

GEAR KRIEG™

L-3A LEND-LEASE LONGSTREET

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	300	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	32	MR10, AE0, IF
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Walker Bazooka	F	2	4	8	16	0	x14	2	6ea	HEAT

PzK IV "Loki"

In 1937, specifications for a light (5-ton) combat walker were made and issued to Daimler Benz, Henschel, MAN, Krupp and Rheinmetall. The designers' work was based on experiences from the GrossLandeibeter project, so named to hide its true purpose from the Treaty of Versailles. Daimler-Benz's prototype was eventually selected, though additional manufacturing contracts for both whole chassis and sub-assemblies were handed out to other companies (notably the complex Zeiss computator).

The Loki's design was partially based on Christy's original 1926 chassis, which was secretly purchased from him in 1926. Most of the design work, however, was made on the GrAb 1 through 3 series (later called PzKpf I through III). After numerous tests in mid-1934, the improved PK1 was designated as PzKpf IV Ausf A and entered production at the end of the year. The vehicle was produced in two very similar variants: Ausf A (1934), which was armed with machineguns, and Ausf B (1935), which mounted a self-loading 1.8cm cannon. Both were open-topped to save on weight and allow the crew better visibility; it was supposed that the height of the vehicle would protect them from most small arm fire from the ground.

Its first combat test took place in secret during the Spanish Civil War (1936-38). Its very thin armor offered only protection against small firearms, and the Ausf A's twin MGs were no match for anything other than infantry units (though the "grenade launchers" — actually, very short ranged mortars — were useful as demolition devices). Still, performances showed the potential of the vehicle, and walkers became a permanent part of the German order of battle.

Though production ceased in early 1943, the Loki was extensively modified to serve in a variety of battlefield roles, and many fought right up to the end of the conflict. Its design was also a great help in the development of its bigger brothers.

PzK IV Ausf A-C "Loki"

The A to C variants were the most common, as they were the simplest to manufacture and maintain.

Modeling Notes: The "A" variant can be built from the basic model available. Use the machinegun box and attach it to the side torso. The top remains open (a 15mm infantry figure can be added to the fighting compartment for additional detail).

The "B" variant can be built from the basic model available. Use the long-barrel autocannon piece and attach it to the right side torso. The top remains open (a 15mm infantry figure can be added to the fighting compartment).

The "C" variant can be built from the basic model available. Attach the arms to the sides of the torso. Use the long-barrel autocannon piece and attach it to the right side torso. The top is closed with the supplied roof piece.

PzK IV Ausf D "Loki"

The D was an Ausf C model retrofitted with mounting lugs for a number of artillery rockets on the hull's roof. Crew disliked it because the rockets made the vehicle sluggish until they were fired, and the launch racks blocked the upper hatch, making a quick exit much harder for the crew, which had to crowd through the belly hatch.

Modeling Notes: Build a Loki Ausf C as normal, then add two boxy rocket packs from the Axis Weapon Pack (DP9-635), using the datacard illustration as a reference.

FlakKampfer I 'Flak Loki'

The most interesting conversion based on a modified PzKpfw I Ausf A. The FlakKampfer I was armed with a battery of four 20mm Flak 38 gun. The guns were mounted on either sides of the hull. The chassis was overloaded and engines taxed to maintain performances, which tended to dramatically shorten the service lifespan.

Modeling Notes: Build a basic Loki C chassis (the one with the roof), but replace the arms and weapon assemblies with the twin anti-aircraft guns from the AA Guns Pack (DP9-624).

PzK IV Ausf E and E-X "Loki"

The E model was based on C frames that were damaged in combat, though many were also built when Krupp couldn't deliver enough of the manipulator assembly. It sported twin 3.2cm self-loading cannon that were slaved to the same fire control device. The E chassis also served as a testbed for various devices, most notably the heavy laser-equipped Ausf E-X model; in addition to the laser, this one sported a Panzershreck for last-ditch self-defense if the laser broke down or overheated.

Modeling Notes: Build a basic Loki C chassis (the one with the roof), but replace the arms and weapon assemblies with two 3.2cm guns from the Axis Weapon Pack (DP9-635). To make the Ausf E-X, use the Panzershreck and Laser pieces instead.

PzK IV Ausf F "Loki Meuchelmörder"

The Ausf F was nicknamed "Meuchelmörder" ("assassin") by crew impressed with the kill capacity of their new anti-vehicle guided missile. The F variant carried no additional armament or even arms, since the entire fighting compartment space was filled with the required guidance electronics.

Modeling Notes: Build a basic Loki C chassis (the one with the roof), but replace the arms and weapon assemblies with two guided missiles from the Axis Weapon Pack (DP9-635).

PzK IV Ausf G "Loki"

Inspired by the field success of the Ausf D, commanders requested their old Lokis be retrofitted with artillery rockets. The G was essentially a D model that carried its rockets side by side and added arms. The self-defense armament was changed to twin MG42 machineguns, three grenades and a single Panzerfaust carried on a quick release hull mount. The latter was intended as a last ditch weapon, though many crews use it in an assault role.

Modeling Notes: Build a Loki Ausf C as normal, then add two boxy rocket packs from the Axis Weapon Pack (DP9-635). Add one Panzerfaust and the machinegun box, using the datacard illustration as a reference.

PzK IV "Loki" X-series

The German high command, though enthusiastic about superscience weapons, preferred to test them in combat before mass production started. The X-series was a limited production run of up-engined Loki chassis that were reinforced and modified to accept a number of different weapons.

The X1 carried a turreted heavy laser flanked with machineguns; the X2 also had the laser, but replaced the machineguns with artillery rockets and paired 20mm cannons, and lacked arms. The X3 also lacked arms and carried twin artillery rocket pods, but it replaced the laser with a three-gun 20mm battery and six grenades.

Modeling Notes: Build a Loki Ausf C as normal, then parts from the Axis Weapon Pack (DP9-635), using the datacard illustration as a reference. Some weapons may need the mounting plates to properly fit, notably the top turret of the X1.

MrK III Ausf A "Walrus"

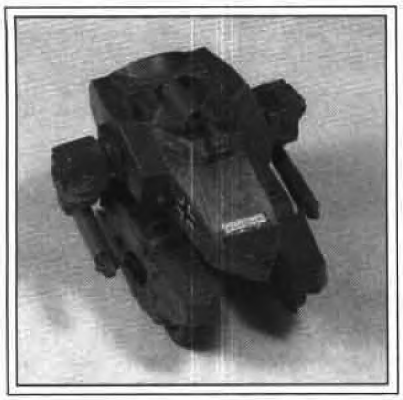
A highly specialized variant of the basic Loki chassis, the Walrus was an amphibious model designed to transport and support a squad of ten assault troops for the invasion of Great Britain.

The Walrus was a marked departure from the standard Loki chassis. Wavebreakers were attached to the front, and the legs contained buoyant cells to stay afloat. The rear wheel assembly was replaced by a drive shaft for a propeller. A large "tail" barge housed ten assault troopers. The vehicle was equipped with a top-mounted sonic wave projector.

Modeling Notes: the full-sized template on the next page show the various parts that make up the Walrus conversion. You will need a rolling-mode Loki kit as well; though it is possible to build the Walrus in walking mode, it's a little trickier. The model looks nicer with the barge filled with troops, but they are not required.

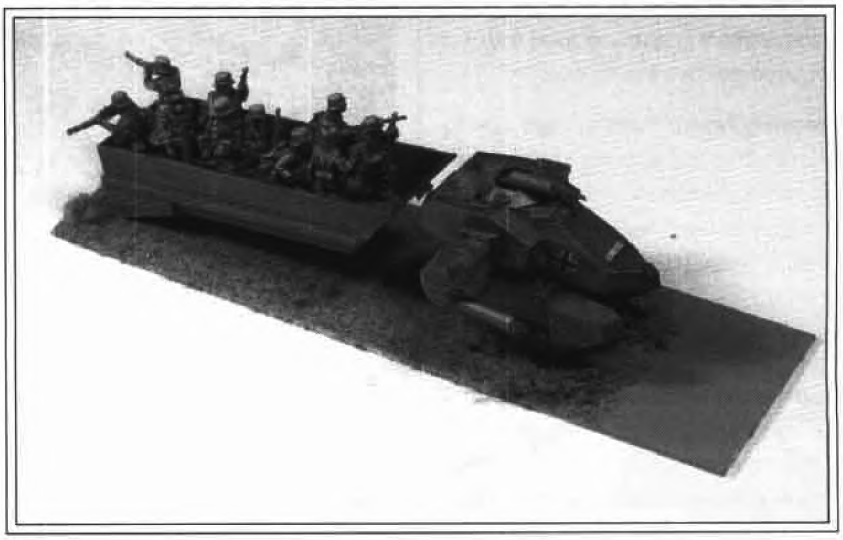
The barge looks complex but is actually quite simple. Itis a styrene box with some decorative elements on the outside. Cut all the pieces out of thin sheet styrene, making sure to keep all the edges neat and straight. Start with the floor; though it can be made of plain styrene, try and find one with a molded-on pattern (grid or the like). Glue on the side walls, making sure everything is straight. They might need some beveling with a file for best fit. The rear panel can be glued as is or hinges can be added to turn in into a rear ramp. Reinforcement strips and rudder/skids are glued on each side.

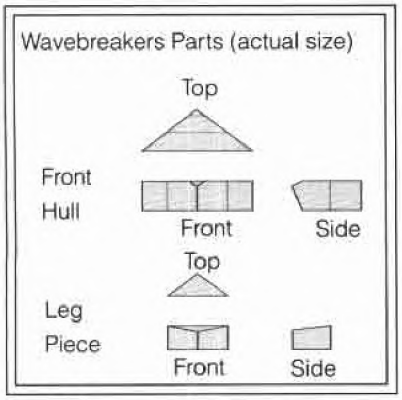
The wavebreaker pieces can be cut out of solid styrene blocks (laminate several sheets if needed) and should be attached to the front of the hull and the thighs — take the measurements from the top view. The sonic projector is made from a simple styrene tube glued on a Valkurie's top turret.

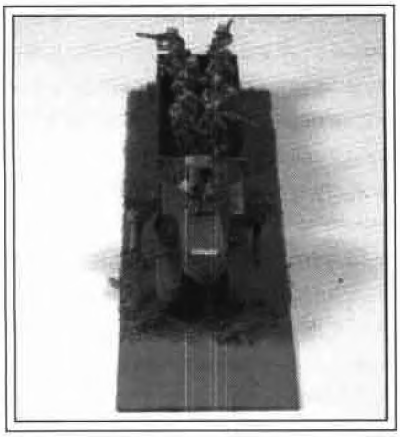


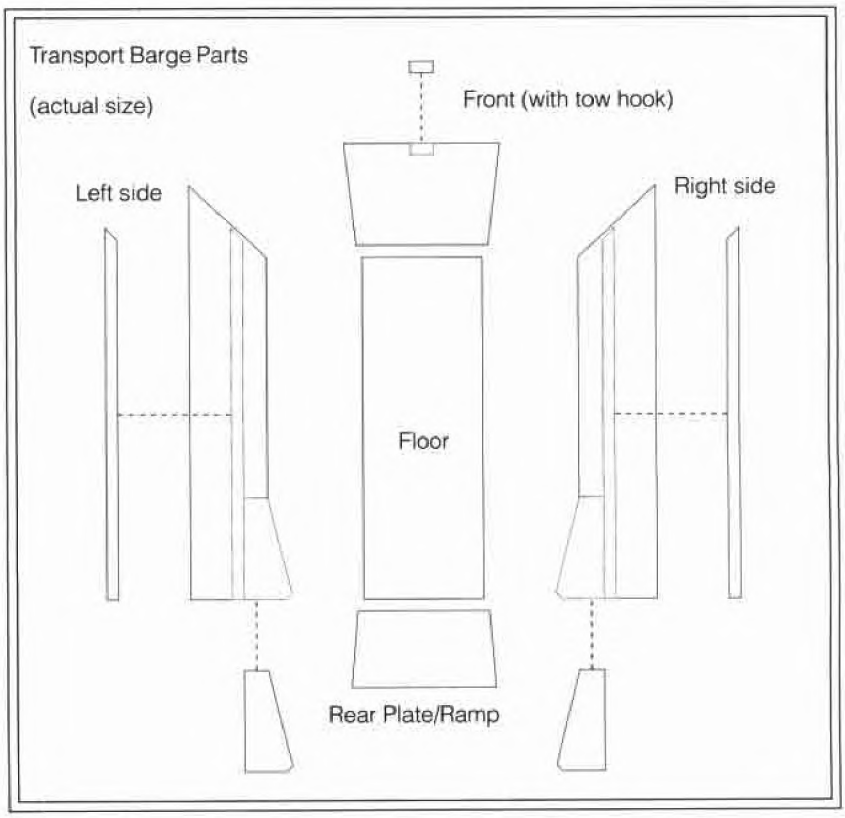
Modeling Notes

The Walrus is a rather involved conversion, but easy to do. This page can be photocopied to make cutting patterns for the styrene sheet. Make good use of the various pictures below to judge the position of parts. This is the most basic conversion; purists may want to detail the attachment point, the sonic projector or the barge.









GEAR KRIEG™

PZK IV AUSF C "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	23	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

PZK IV AUSF A "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	21	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

PZK IV AUSF D "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	66	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

FLAKKAMPFER I "FLAK LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	65	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1

GEAR KRIEG™

PZK IV AUSF E "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	41	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2cm Gun	F	3	6	12	24	0	x7	1	82	-
3.2cm Gun	F	3	6	12	24	0	x7	1	82	-

GEAR KRIEG™

PZK IV AUSF F "MEUCHELMÖRDER"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	420	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
R92	F	5	10	15	20	+1	x14	1	1	-
R92	F	5	10	15	20	+1	x14	1	1	-

GEAR KRIEG™

PZK IV AUSF E-X "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	151	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1

GEAR KRIEG™

PZK IV AUSF G "LOKI"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	75	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

PZK IV
AUSF X1 "LOKI-X"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	125	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy Laser	F	8	12	24	48	+1	x9	1	-	AD1
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

PZK IV
AUSF X2 "LOKI-X"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	236	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy Laser	F	8	12	24	48	+1	x9	1	-	AD1
20mm AA Gun	DT	2	4	8	16	0	x6	2	120 ea	Link,ROF2,AE1

GEAR KRIEG™

PZK IV
AUSF X3 "LOKI-X"

Year In Service:	1938	Maneuver:	-1	Armor:	7/14/21
Threat Value:	147	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Poor Towing, Random Shutdown (R1), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	2	120 ea	Link,ROF2,AE1
3.2cm Gun	F	3	6	12	24	0	x7	1	82	-
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Grenades	F	-	-	-	-	-1	x8	-	3	AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

GEAR KRIEG™

MARINEKAMPFER III
AUSF A "WALRUS"

Year In Service:	1940	Maneuver:	-2	Armor:	8/16/32
Threat Value:	80	Sensors:	none	Movement:	Walk 2/4 Naval 2/4
Size:	11	Fire Control:	-2	Deployment Range:	170 km
Crew:	4	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls (-1 Bonus action), Weak Point(R 1, Movement), Random Shutdown (R 1), Amphibious

Decreased Maneuver (R2, Water), Passenger Seating (10)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Sonic Gun	T	3	6	12	24	-1	x12	1	20	AI, WA (10 deg), AD2
7.92 LMG	T	1	2	4	8	0	x2	1	250	AI, ROF2, COAX
7.92 LMG	F	1	2	4	8	0	x2	1	250	AI, ROF2

PzK V "Valkurie"

As early as 1935, it was realized that the Loki would not meet the planned goals of the Walker program. A new vehicle was thus put into development, which would eventually become known as the PzKpf V "Valkurie." Specifications by Waffenamt were issued to Daimler-Benz AG (Berlin-Marienfelde), Rheinmetall-Borsig (Berlin) and Krupp AG (Essen).

Like the Loki before it, the Valkurie was crewed by a driver and a commander that doubled as the gunner. Though the new chassis was more performant (faster and sturdier) than its predecessor, armament remained light (1.8cm gun for the Ausf A and B, 3.2cm for the Ausf C), mostly due to recoil consideration. Many of the subsequent versions were concerned with upgrading the firepower, often with the addition of more lower-caliber or recoilless weapons. The Valkurie was the first to benefit from the new style Krupp suspension, which featured articulated tracks at the rear for better traction and shock absorption. From the Ausf B onward, the chassis could also mount a pair of Krupp H6 grasper arms, which were primarily used for demolition and field engineering work.

The PanzerKampfer V gained a reputation for being a highly reliable and effective vehicle, which shaped walker development in all factions. It was the best German walker in the first half of the war, and remained in service until the end of the conflict. It was also exported to other nations, allies or pro-German client states. Hungary, Romania, Bulgaria and Slovakia each received about a half-dozen Ausf A walkers along with the necessary technical support. Small number of Ausf A and B vehicles was also exported to Croatia. During Operation Barbarossa, the Soviets captured large numbers of PzKpf V of all types, some of which were hastily pressed into temporary service or used as bait.

PzK V Ausf A-C "Valkurie"

The Ausf A was the first to come out of the production line. Like the Loki before it, it was poorly armed, with twin machineguns and some demolition charges. The B variant added a 1.8cm cannon, but integration troubles between the fire control system and the drive computator. To speed up deployment, arms were omitted, with the armament bolted directly to the side of the hull. They would reappear on the C variant.

The Ausf C variant of the successful walker was one of the last chassis versions produced, the result of crew observations through the France and Greece campaigns. The joint reinforcement, engine protection and external rigging rings were removed, making the "C" version no longer capable of being transported via glider. A better cannon was mounted, as well as more effective grenades and smoke projectors. Improvements in suspension and the AS series engine eliminated some of the worst motive problems of the "A" and "B" series.

Modeling Notes: The A through C variant can be built from the basic model available. The A and C alike use the manipulator arms, but the B variants omits them — put them in the bit box to serve on further conversions.

FlakKampfer II 'Flak Valkurie'

The FlakKampfer II was armed with a battery of four 20mm Flak 38 guns mounted on either sides of the hull. Like the Loki before it, the chassis was overloaded and engines taxed to maintain performances, which tended to dramatically shorten the service lifespan. (A dedicated AA version was later produced under the designation Ausf X "SturmValkurie," which dropped the rolling mode to save weight.)

Modeling Notes: Build a basic Loki C chassis (the one with the roof), but replace the arms and weapon assemblies with the twin anti-aircraft guns from the AA Guns Pack (DP9-624).

PzK V Ausf D "Valkurie"

The D was essentially a C model retrofitted with the Panzershreck launcher that was developed for the Uller heavy walker. To compensate for the latter's weight, the left manipulator had to be removed.

Modeling Notes: Build a Valkurie Ausf C as normal (minus the left arm), then add one Panzershreck launcher from the Axis Weapon Pack (DP9-635) to the left torso.

PzK V Ausf E, E2 and E-X "Valkurie"

The E was essentially a retrofitted A or B chassis with the arms and weapons removed to fit twin artillery rocket launchers. This variant was built in very small numbers. The E2 came from the same production run but featured paired 1.8cm guns; there were no other difference except in the fire control module.

Like the Loki, the E chassis also served as a testbed for laser weaponry under the "X" designation, though it used paired 20mm guns as backup instead of a Panzerfaust.

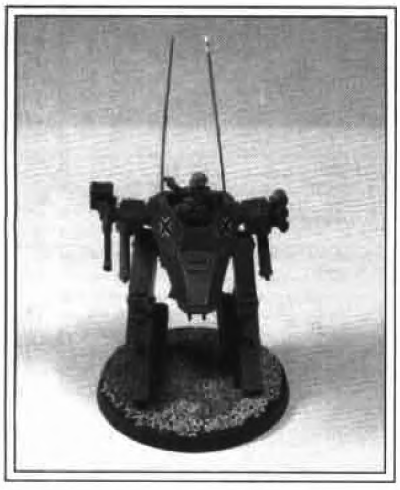
Modeling Notes: Build a Valkurie (minus arms), then add two rocket launchers from the Axis Weapon Pack (DP9-635) to each side of the torso. To make the E2, add two 1.8cm guns from the Axis Weapon Pack (DP9-635), one on each side of the torso.

To make the Ausf E-X, use the Laser piece instead, with a twin anti-aircraft gun assembly from the AA Guns Pack (DP9-624) on the opposed side.

PzK IV Ausf F "Valkurie Meuchelmörder"

The Valkurie Ausf F came from the same program as the equivalent Loki version. Like its predecessor, it was intended as a fighting testbed, though the Valkurie was equipped with the R94 missiles instead of the R92.

Modeling Notes: Build a basic Valkurie chassis with the arms, but replace the weapon assemblies with two guided missiles from the Axis Weapon Pack (DP9-635).



PzK V Ausf G "Valkurie"

The G model came about as a result of the field successes of both the D and E models. It attempted to merge the best of both, combing artillery rockets for long range support with a pair of Panzershreck for close-in firepower. To compensate for the weapons' weight, it was not equipped with manipulators.

Modeling Notes: Build a Valkurie as normal (minus the arms), then add a Panzershreck launcher (Axis Weapon Pack DP9-635) to each side of the torso. Add two boxy rocket packs, using the datacard illustration as a reference.

PzK V Ausf H "Valkurie"

The H model was one of the last official versions to come out of the assembly line. It was a last ditch defensive effort that used parts from the Uller assembly line to get them to the front as fast as possible. In addition to a Krupp H9 manipulator, it mounted the Uller's Panzershreck launcher.

Modeling Notes: Build a Valkurie as normal (minus the arms), then add the Panzershreck launcher and arm from the Uller kit (DP9-611). Add two grenade packs.

PzK V Panzerbefehls-Kampfer II

From August to November of 1942, 81 Ausf B vehicles were modified to serve as command units. They were the same as the basic Ausf B Valkurie, though the top cupola was replaced by an extended hull armor lip along with additional radio equipment and periscope.

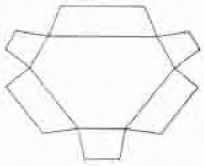
Modeling Notes: Use the templates provided at the bottom of the page to cut out the required panels out of thin sheet styrene. A thickness of 1/16" might be too thick; 1/32" will be hard to work with, but will provide a more scale-like result. Make sure all the panels are straight and sharp, including the angles.

The panel should be glued around the edge of the fighting compartment (naturally, the original turret is not used). Add a commander figure for best effect — there are numerous officer figures available in 15mm scale.

Use two pieces of wire to make the radio aerials. These should go in holes drilled on either side of the rear deck. Bend them back slightly to make them look flimsier. It is best to add a drop of glue at the end to act as a safety cap — wire can sting!

Glue the arms and weapons on the side torso. For best effect, add various items to the hull of the vehicle (especially if it's a desert command vehicle)" jerrycans, ammo boxes, etc.

Command Compartment Template (actual size)



GEAR KRIEG™

PZK V AUSF B "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	27	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

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PZK V AUSF A "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	27	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

FLAKKAMPFER II "FLAK VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	71	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1

GEAR KRIEG™

PZK V AUSF C "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	27	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

PZK V AUSF D "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	82	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8 cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT

GEAR KRIEG™

PZK V AUSF E "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	117	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK V AUSF E-X "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	149	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	2	120 ea	Link,ROF2,AE1
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK V AUSF F "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	427	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
R92	F	5	10	15	20	+1	x14	1	1	-
R92	F	5	10	15	20	+1	x14	1	1	-
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK V AUSF E2 "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	37	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
1.8cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK V AUSF G "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	132	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Grenades	F	-	-	-	-	-1	x8	-	3	AI
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK V AUSF H "VALKURIE"

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	61	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R5), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzFaust	F	1	2	4	8	-1	x16	1	2	HEAT
Grenades	F	-	-	-	-	-1	x9	-	3	AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PANZERBEFEHLS-KAMPFER II

Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	31	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	0/10km		

PERKS & FLAWS

2 x Battle Arms (R4), Inefficient Controls, Poor Towing, Random Shutdown (R1), Reinforced Armor (R2, Front), Unstable, Weak Point (R1, Movement), Command Vehicle

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
Grenades	F	-	-	-	-	-1	x8	-	3	AI
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

PzK VI "Donner"

The PanzerKampfer VI, known as the "Donner" ("Thor") never reached the same fame as the two designs that flanked it in the German wartime design series. Nevertheless, it proved to be an excellent combat vehicle, incorporating lessons learned from both previous walker design efforts and the parallel tank design world (notably, armor sloping). The Donner was designed after the Russians started fielding their own advanced vehicles, notably the T-34 tank series. Walkers were effective in the urban combat that characterized the fighting on the Eastern Front, and a heavier design was sought.

In 1938, Wa Pruef ordered Daimler-Benz and MAN (Maschinenfabrik Augsburg Nuernberg) to design a 20-ton walker. The vehicle incorporated a lot of what was learned from the Valkurie, and both its armament and suspension system were largely inspired by it. The highly sloped main hull was an attempt to increase armor protection for crouching walkers, though crew kept complaining about lack of headroom.

As with any weapon in constant use, various design changes were made to improve the Donner's combat capabilities. Unlike other German vehicles, the various versions were very similar to one another, mechanically-speaking. The vehicle was designed from the beginning to be highly modular, with multiple reinforced hardpoints, redundant wiring and hydraulic networks, and spacious engine compartment. Older models returned for repairs were often fitted with newer parts, creating numerous hybrids.

A small number of Donners, less than a dozen, was sold to Hungary in 1944. The same year, some Donners, along with a few Tiger tanks, were sold to Japan. The Italian Fiat-Ansaldo company held a license to produce Donner suspension for their home-grown walkers, but production stopped after the Italian surrender.

PzK VI Ausf E "Donner"

The "Donner" was not produced until 1942, when the E variant was perfected. Although similar in many respects to the Valkurie series it would eventually replace, the suspension was a new variation of the Christie Walker Suspension, and the engine much more advanced — a necessity, since the Donner weighed several tons more than the Valkurie. Although initial models suffered from cooling problems, this walker proved to be a superior fighting system, even though it was soon seen solely as a stop-gap measure until larger and better armed walkers were developed. Most E chassis were recalled to the factory in late 1944 to be refitted as E2 models, which carried an additional laser powered by a slightly larger engine.

Modeling Notes: The "E" variant can be built from the basic kit. Do not use the Panzerfaust, and glue the arms under the main hull. The E2 model is the same, but adds a Heavy Laser and an Artillery Rocket Pack on the top deck.

PzK VI Ausf F "Donner"

This variation solved some of the initial suspension problems. In addition, better optics and weapon stabilization mechanisms were introduced, although these required too much field service time and were prone to frequent problems with calibration. With the F model, walkers began to slowly catch up to effectiveness of tanks (circa 1940-41). Although superior in mobility, more leaps had still to be made concerning weapons and protection. Like the E variant, the F models were refitted with advanced weapons in late 1944, in this case a pair of R92 guided missiles.

Modeling Notes: The "F" variant is built from the basic model: do not use the gun, and add two Panzerfausts from the Axis Weapon pack (DP9-635). The F2 variant features two guided missiles on the torso hardpoints and a single Artillery Rocket Pack on the top deck.

PanzerBefehlsKampfer III

A few Donners were converted to command tanks and fitted with additional radio equipment. They mounted a pair of 3.2cm self-loading cannons for defense, in addition to the hull's machinegun.

Modeling Notes: The Command variant is built from the basic model: add two 3.2cm guns from the Axis Weapon pack (DP9-635) and discard the arms.

FlakKampfer III 'Flak Donner'

A small number of Donners, less than three dozens, were modified for anti-aircraft duties and armed with a battery of four 20mm Flak 38 guns mounted on either sides of the hull.

Modeling Notes: Build a basic Donner chassis (minus the arms), and add the twin anti-aircraft guns from the Anti-Aircraft Guns Pack (DP9-624).

PzK VI Ausf G "Donner"

The G model was a stop-gap design inspired by the previous Valkurie model of the same designation. It combined artillery rockets for long range support with a pair of Panzerfaust for close-in firepower. To compensate for the weapons' weight, it was not equipped with manipulators.

Modeling Notes: Build a Donner as normal (minus the arms), then add one Panzerfaust from the Axis Weapon Pack (DP9-635) to each side of the torso's underside mount. Add two rocket packs.

PzK VI Ausf H "Donner"

The Donner had always appeared undergunned, and when a smaller engine of the same output became available, it was used to open up some space in the fighting compartment. This allowed the installation of a 75mm tank gun in the upper hull.

Modeling Notes: Build a basic Donner chassis, then use the templates at the bottom of this page to create the gun barrel and mantel out of styrene stock. Add one pack of grenades and one paired anti-aircraft gun mount.

PzK VI Ausf J "Donner"

The J variants were assault vehicles, and as such they were heavily armed. They mounted a pair of 3.2cm self-loading cannons in addition to the hull's machinegun, but their main punch came from their quadruple Panzershreck launcher and three artillery rockets.

Modeling Notes: The J variant adds two 3.2cm guns from the Axis Weapon pack (DP9-635) and discard the arms. Then, add four Panzershrecks and a single artillery rocket box (see picture).

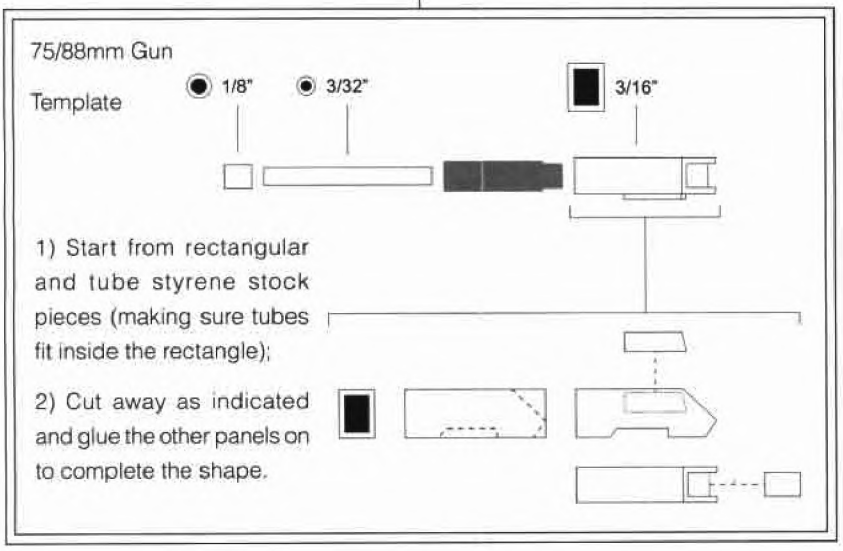
PzK VI Ausf K "JagdDonner"

Around 1943, Krupp developed two projects to rearm Donners with 88mm KwK 43 L/71 guns. Due to its size and recoil, the gun was mounted in a fixed position in the main hull, with aiming being taken care of by the suspension.

Modeling Notes: Use the same gun as the H and add two packs of grenades.

PzK VI Ausf L "Donner"

The L was the last official variant of the Donner and appeared in early 1945. It featured a turreted heavy laser as standard, backed by a 3.2cm cannon and a pair of 20mm guns for anti-aircraft duties (Allied air cover was ferocious by then). The crew often strapped salvaged Panzerfausts to the legs. The L had no arms — the Krupp factory were the H9 manipulators were manufactured had been severely damaged in a bombing raid a few months before.



Rolling Mode

Take the main leg piece (see pictures above) and carefully cut it apart. Discard the middle parts, keeping only the thread unit and the wheeled foot. Clean and file all the parts. Once this is done, glue the thread unit directly under the thigh piece. File the foot so that it fits at the front (see picture) and glue it in place.

Modeling Notes: Use the same gun as the H and add one pack of grenades and one paired anti-aircraft gun mount from the AA Guns Pack (DP9-624).

PzK VI Ausf X "UberDonner"

A last ditch effort to save the Fatherland, the dreaded Donner-X was built in very limited numbers and assigned only to veteran crew. This monster vehicle had an overpowered engine that allowed it to carry a huge arsenal.

Modeling Notes: Build a basic Donner chassis. Use the same gun as the H and add two 3.2cm guns, a laser (on a mounting plate) and a single artillery rocket box (see picture).

GEAR KRIEG™

FLAKKAMPFER III "FLAK DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	95	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	DT	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF F "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	51	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2

GEAR KRIEG™

PZK VI AUSF K "JAGD DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	91	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8 cm L/71 Pack43	FF	6	12	24	48	0	x17	1	12	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

PANZERBEFEHLS-KAMPFER III

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	66	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	+2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement), Command Vehicle

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF E "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	51	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI
Smoke	FF	-	-	-	-	-0	-	-	1	OBSC:2

GEAR KRIEG™

PZK VI AUSF H "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	113	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm Gun	F	5	10	20	40	0	x11	1	30	-
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

PZK VI AUSF G "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	151	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF J "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	105	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
GrPzFaust	FF	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	FF	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	FF	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	FF	1	2	4	8	-1	x16	1	1	HEAT
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF F2 "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	300	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
R92	F	½	10	15	20	+1	x14	1	1	-
R92	F	½	10	15	20	+1	x14	1	1	-
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF E2 "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	196	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
Hvy. Art. Rockets										
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VI AUSF L "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	308	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
Hvy Laser	T	6	12	24	48	+1	x9	1	-	AD1
3.2cm KwK90C	F	2	4	8	16	0	x8	1	20	-
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
20mm AA Gun	F	2	4	8	16	0	x6	2	120 ea	Link,ROF2,AE1
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI

GEAR KRIEG™

PZK VI AUSF X "DONNER"

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	365	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

2 x Manipulator Arms (R5, Punch), Overheating, Random Shutdown (R1), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm Gun	F	5	10	20	40	0	x11	1	30	-
1.8cm KwK77	F	2	4	8	16	0	x5	1	20	ROF1
3.2cm KwK90C	F	2	4	8	16	0	x8	1	20	-
Hvy. Art. Rockets	T	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Paired MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

PzK VII "Uller"

The development of one of the most famous walkers of World War II started in 1938, though the Uller was not deployed until 1942. Both Krupp and Daimler-Benz produced prototypes that never entered production but provided valuable experience. In the end, Henschel was to produce the majority of the chassis alongside its Tiger assembly lines. Ullers were constantly modified and improved almost on a monthly basis: the hatches were replaced by small turret rings, hardpoints added and removed, and so on. This was made easier by electric and hydraulic lines that ran along both sides of the hull. Uller's only weak spots were its rear armor plate and its engine, the latter of which required continuous maintenance.

The first production Ullers immediately shipped to frontline units in North Africa and the East front. From the start to the end of production in late 1944, Henschel manufactured only 756 Ullers, due to their complexity and cost. The success of the Uller would lead the Heereswaffenant to fast-track production of the "Wotan" series of walkers and "Jotun" series of walker-striders by 1944.

A single Uller was sold to Japan in 1943, but was never delivered thanks to an Allied commando operation. Three were sold to Hungary in mid-1944; some sources state that Spain was interested as well, but the transaction was never finalized.

PzK VII Ausf A "Uller"

The Uller weighed even more than the Donner, and had an upgraded suspension and an even larger engine than the PzK VI, which at first led to some teething problems. Advanced weapon optics and stabilization mechanisms seen on the more advanced Donners (and Tiger tanks) were standard on the Uller. Also introduced was an advanced unguided rocket weapon.

Modeling Notes: The "A" variant can be built from the basic model available.

PzK VII Ausf M "Rhino"

This variant, based on a similar Donner model, was armed with a powerful 88mm gun. The cannon was mounted in a fixed position in the main hull, with aiming being taken care of by the suspension.

Modeling Notes: Use the templates to create the gun barrel and mantel out of styrene stock. Add a pack of grenades and the machinegun box.

PanzerBefehlsKampfer IV

Several Ullers were converted to command vehicles in early 1944 and fitted with additional radio equipment, such as a 30-watt FuG 8 transmitter package.

Modeling Notes: Add two 3.2cm guns from the Axis Weapon pack (DP9-635) and discard the arms.

FlakKampfer IV 'Flak Uller'

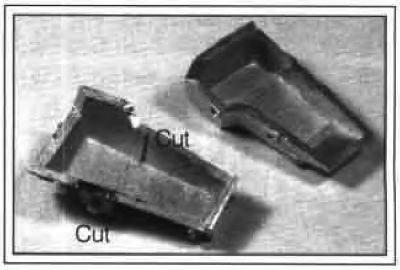
As the Allied ground support flights increase in frequency, a small number of Ullers were modified for anti-aircraft duties and armed with a battery of four 20mm Flak 38 guns mounted on either sides of the hull, replacing their 3.2cm gun and grenade rack.

Modeling Notes: Build a basic Uller chassis (minus the arms), and add the twin anti-aircraft guns from the Anti-Aircraft Guns Pack (DP9-624). Discard the 3.2cm gun and grenades.

PzK VII Ausf B/B2 'Uller'

Faced with more targets than it could carry grenades for, the Uller was upgraded with a 75mm tank gun in the upper hull. Except for some rearrangements in the engine compartment, it was essentially the same chassis as the Ausf A. The late war B2 used the same hull but replaced the arms (then unavailable) with rocket launchers and grenades.

Modeling Notes: Build a basic Uller chassis, then add a 75mm gun (page 50). For the B2, add two packs of grenades, two rocket packs and one paired machinegun mount from the Axis Weapon Pack (DP9-635).



Fixing a Warped Hull

The two-part, thick hull of the Uller is very prone to warping when it comes out of the mold. Fortunately, it is easy to fix by making two small cuts into the upper part to make it easier to bend back to shape (see illustrations).

PzK VII Ausf C 'Uller'

The C was an upgrade of the basic Ausf A chassis that added the new heavy laser and rockets. The laser was intended to alleviate the ammunition supply problems that plagued the German forces.

Modeling Notes: The "C" variant can be built from the basic model available. Replace the 3.2cm cannon by a laser and a rocket pack from DP9-635.

PzK VII Ausf D 'Uller'

The Uller-D was a pure bombardment vehicle, designed to soften up the advancing enemy line before joining the fray. It was produced in less than three dozen copies.

Modeling Notes: Build a basic Uller chassis (minus the arms), and add two rocket packs and four grenade packs from the Axis Weapon Pack (DP9-635).

PzK VII Ausf E 'Uller'

The E model was one of the last widespread production variants, reaching frontline units in late 1944/early 1945. It was heavily armed with paired lasers, guns and rockets pods. Like other Ullers of the time, it lacked the Krupp manipulators.

Modeling Notes: Build a basic Uller chassis (minus the arms), and add twin 3.2cm guns, lasers and rocket packs from the Axis Weapon Pack (DP9-635).

PzK VII Ausf X 'Uller'

A small number of Ullers were modified to defend the last positions of the German armies. The Ausf X appeared in early 1945 and was armed with a battery of weapons.

Modeling Notes: Build a basic Uller chassis (minus the arms), and add the twin anti-aircraft guns from the AA Guns Pack (DP9-624). Glue twin 3.2cm guns to either side of the forward hull. Add a laser and a rocket pack from the Axis Weapon Pack (DP9-635).

PzK VII Ausf G 'Triceratops'

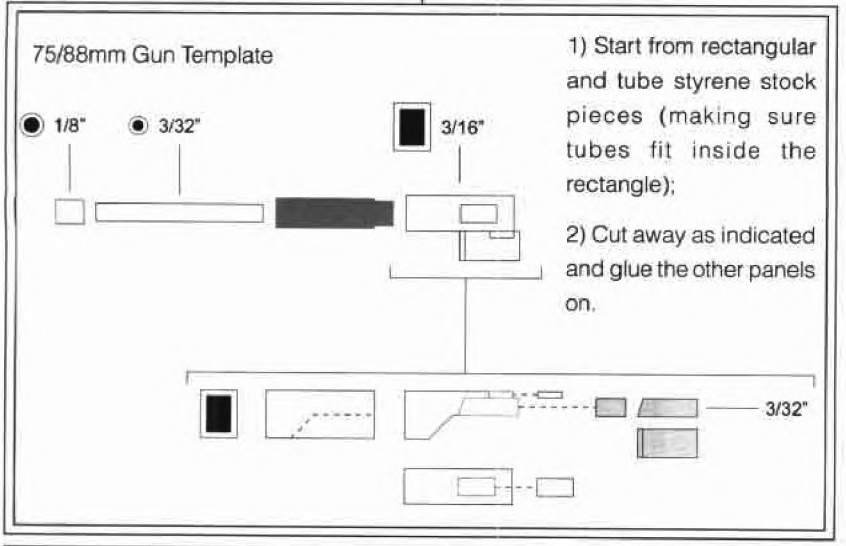
The Ausf G was a pure assault unit intended to force open enemy lines to create breeches where other units could exploit. Its three Panzershreck were backed with six heavy grenades. To save on weight and production time, it lacked articulated arms.

Modeling Notes: Replace the basic armament with grenades and Panzershreck from DP9-635.

FlakKampfer VII 'Uller'

As friendly fighters became scarce, many walkers were modified to provide their own air defense. Some Ullers sported twin R98 guided missile launch rack in addition to a battery of four 20mm Flak 38 guns.

Modeling Notes: Build a basic Donner chassis (minus the arms), and add the twin anti-aircraft guns from the AA Guns Pack (DP9-624), plus two guided missiles from the Axis Weapon Pack (DP9-635). Discard the original armament.



1) Start from rectangular and tube styrene stock pieces (making sure tubes fit inside the rectangle);

2) Cut away as indicated and glue the other panels on.

Rolling Mode

Take the main leg piece (see pictures above) and carefully cut it apart. Discard the middle parts, keeping only the thread plate and the wheeled foot. Glue the thread pieces on either side of the plate, then glue the assembly directly under the thigh piece. File the foot so that it fits at the front (see illustration) and glue it in place.

GEAR KRIEG™

PZK VII AUSF A "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	159	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzShrek	F	2	4	8	16	0	x15	1	6	HEAT
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obcs:2
Frag. Dischargers	FF	-	-	-	-	-1	x3	4		AI, AEO

GEAR KRIEG™

FLAKKAMPFER IV "FLAK ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	203	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzShrek	F	2	4	8	16	0	x15	1	6	HEAT
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Smoke	FF	-	-	-	-	0	-	1	3	Obcs:2
Frag. Dischargers	FF	-	-	-	-	-1	x3	4		AI, AEO

GEAR KRIEG™

PANZERBEFEHLS-KAMPFER IV

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	166	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement), Command Vehicle

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI

GEAR KRIEG™

PZK VII AUSF M "RHINO"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	175	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8 cm L/71 Pak43	FF	6	12	24	48	0	x17	1	12	-
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI

GEAR KRIEG

PZK VII AUSF B "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	219	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L/48	F	5	10	20	40	0	x11	1	64	-
GrPzShrek	F	2	4	8	16	0	x15	1	6	HEAT
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obcs:2

GEAR KRIEG™

PZK VII AUSF G "TRICERATOPS"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	221	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades (lw)	F	1	2	4	8	-1	x10	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x10	-	3	AI

GEAR KRIEG

FLAKKAMPFER VII "FLAK ULLER II"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	563	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
R98	F	5	10	15	20	+1	x8	1	1	AA
R98	F	5	10	15	20	+1	x8	1	1	AA
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2

GEAR KRIEG

PZK VII AUSF C "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	304	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
GrPzShrek	F	2	4	8	16	0	x15	1	6	HEAT
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2

GEAR KRIEG™

PZK VII AUSF D "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	233	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI

GEAR KRIEG™

PZK VII AUSF B2 "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	277	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L/48	F	5	10	20	40	0	x11	1	64	-
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
MG38	F	1	2	4	8	0	x2	2	500	ROF2,AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI
Grenades (lw)	F	1	2	4	8	-1	x9	-	3	AI

GEAR KRIEG

PZK VII AUSF E "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	384	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy. Art. Rockets	FF	10	20	40	80	0	x11	1	3	MR10, AE0, IF
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
3.2 cm Gun	F	3	6	12	24	0	x7	1	82	-
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
Hvy Laser	F	6	12	24	48	+1	x9	1	-	AD1
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2
Smoke	FF	-	-	-	-	-0	-	-	3	OBSC:2

GEAR KRIE

PZK VII AUSF F "ULLER"

Year In Service:	1943	Maneuver:	-1	Armor:	11/22/33
Threat Value:	430	Fire Control:	0	Movement:	Walk 2/4, Gr. 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	110km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA Gun	F	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
3.2 cm Gun	FF	3	6	12	24	0	x7	1	82	-
3.2 cm Gun	FF	3	6	12	24	0	x7	1	82	-
Hvy. Art. Rockets	F	10	20	40	80	0	x11	1	3	MR10, AE0, IF
Hvy Laser	T	6	12	24	48	+1	x9	1	-	AD1
7.92mm LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Grenades	F	-	-	-	-	-1	x10	-	3	AI

SOVIET SUPERTANKS

In the 1920's and 30's, military planners envisaged land warfare to be fought akin to naval warfare. Huge, multi-gunned battleships, swift cruisers and tiny torpedo boats all could have their land-based counterparts or so the generals imagined. Perhaps the notion of gigantic multi-gunned tanks captured their limited imaginations the most, and before the war most world powers had at least experimented with 'land battleships.' Slow, vulnerable and underpowered, these land giants were quickly disabled or bypassed. Still, improvements in powerplant technology gave great hopes to engineers, and there were a few successful models.

The Soviets, mainly, invested considerably in supertanks. The immense SMK100 and T-28 were the mainstay of the Soviet mechanized forces in the opening volleys of Operation Barbarossa, but by Christmas 1941, not a single of the original Soviet supertanks was left operational. In comparison, the latter (and larger) T-44 land battleship fared better: it had incorporated the lessons of its predecessors, and while it was still an unwieldy beast, it was a lot more survivable.

T-44 NIKOLAI LENIN

The T-44's wide threads make it less vulnerable to staying stuck in soft ground. A powerful diesel engine drove each set of tracks through a rugged transmission adapted from industrial machinery, and batteries of machineguns placed all around the hull took care of marauding infantry. It could not outrun enemies, but it always worked much better as a mobile pillbox, anyway. While undergunned at first (the 47mm cannon mounted in the top turret was often concealed in a mantle to make it appear larger), the T-44 received increasingly more powerful armament.

Modeling Notes: The T-44 is available in kit form.

T-44-10 NIKOLAI LENIN

The 47mm cannon of the Lenin was always viewed as a weakness, and the large turret always yearned for a larger weapon. The mammoth 122mm gun was a marvel of engineering, able to pulverize even German heavy tanks. Ammunition was always in short supply, however, and the tank still suffered from poor mobility.

Modeling Notes: Use the templates on the next page to create the gun barrel and mantel out of styrene stock.

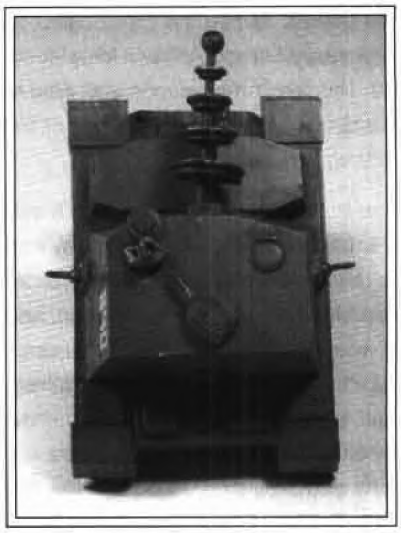
T-44-30 NIKOLAI LENIN

The '30' variant was intended to provide air coverage for the Soviet armored troops who were constantly harassed by the Luftwaffe's *Jabo* (fighter-bombers). The Russian engineers used a quad-20mm gun turret originally designed for the Lend-Lease walkers and mounted it in place of the upper machinegun turret of a T-44.

Modeling Notes: Build the chassis as for the standard T-44, but use the quad-barrel turret from the *Anti-Aircraft Guns* pack (DP9-624) instead of the upper turret.

T-45 NIKOLAI TESLA 'TROLL'

The Soviets showed as much interest in the weapons designs of Nikolai Tesla as the French did, if not more so. They funded considerable research into his theories, and as a result, Tesla was able to improve upon the designs he developed for the French. He devised a directed energy weapon that was longer ranged than his previous designs, which



the Soviets named the *Electricheskiya Uskoracya Energia Artilleria* Tesla Model 39. This fearsome weapon was able to fire out to nearly twice the range of the French versions.

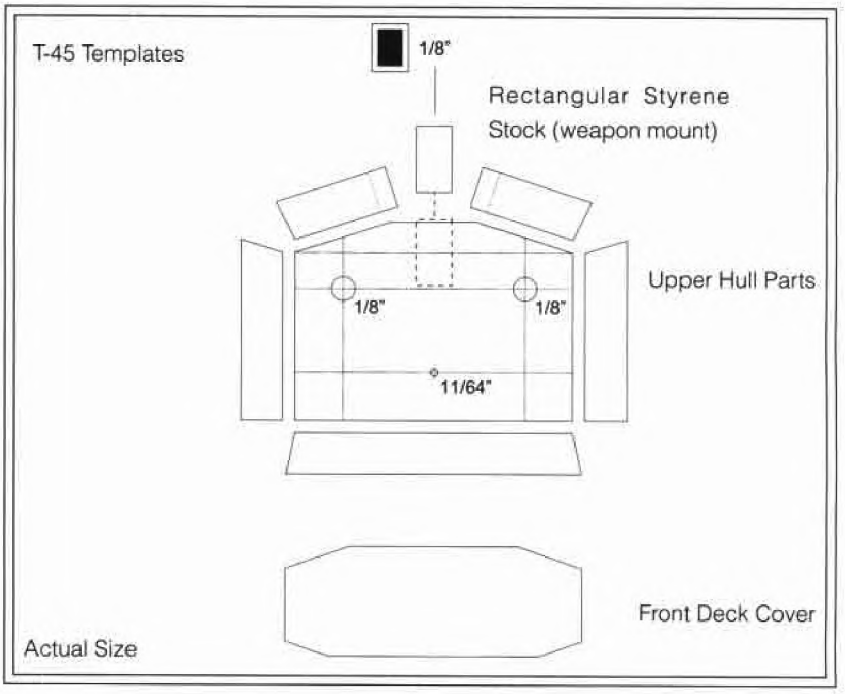
The Russians mounted the EUEA into the T-44 land battleship hull. They had to remove the heavy weapons in order to make room for the new weapon, and it was still difficult to fire the weapon rapidly due to the power it required. Still, the T-45 put on a spectacular show when used in combat, zapping the enemy and providing a boost to friendly morale. The official name for the tanks was the "Nikolai Tesla" which was so close the T-44's name that the Soviet forces came up with a new nickname for the vehicle: "Troll."

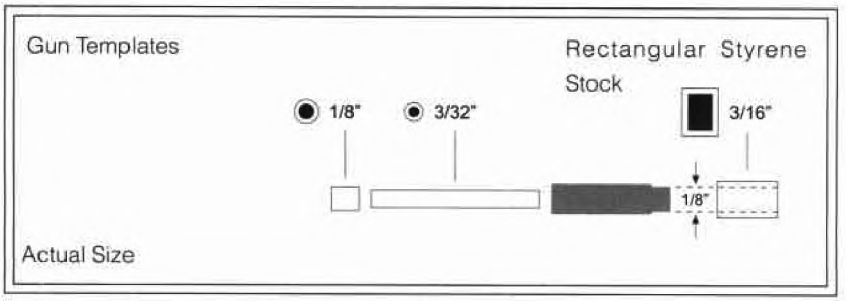
Modeling Notes: The T-45 is a conversion of the basic T-44 combat chassis. You will need one T-44 kit and one Allied Weapon Pack (DP9-638) to complete the model, plus some 1/16" sheet styrene.

Use the template on this page to cut out the required plates out of sheet styrene, making sure to keep all the edges neat and straight. Cut holes for the top turret and the two crew access traps (use the hatches from the kit).

Glue the sheets together, making sure everything is straight; the edges might need some beveling with a file for best fit. The front deck cover hides the mounting holes for the front turrets, which are not used.

Find the Tesla gun and its mounting plate in the Weapon Pack, and glue it to the front of the upper hull. It is often easier to paint the hull and the various guns separately.





GEAR KRIEG™

T-44-10 "N. LENIN" SUPERHEAVY TANK

Year In Service:	1940	Maneuver:	-4	Armor:	20/40/60
Threat Value:	150	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	80km
Crew:	7	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Overheating, Random Shutdown (R1), Reinforced Armor (R2, Front), Weak Armor Facing (Rear)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
122mm Model 40	T	4	8	16	32	0	x18	1	50	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4000	-

GEAR KRIEG™

T-44-30 "N. LENIN" SUPERHEAVY TANK

Year In Service:	1940	Maneuver:	-4	Armor:	20/40/60
Threat Value:	116	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	80km
Crew:	7	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Overheating, Random Shutdown (R1), Reinforced Armor (R2, Front), Weak Armor Facing (Rear)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
47mm Model 40	T	3	6	12	24	0	x7	1	50	-
20mm AA Gun	T	2	4	8	16	0	x6	4	120 ea	Link,ROF2,AE1
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4000	-

GEAR KRIEG™

T-45 "N. LENIN" SUPERHEAVY TANK

Year In Service:	1941	Maneuver:	-4	Armor:	20/40/60
Threat Value:	78	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	80km
Crew:	7	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Overheating, Random Shutdown (R1), Reinforced Armor (R2, Front), Weak Armor Facing (Rear), Hazardous Ammo/Fuel Supply

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Model 39	FF	2	4	8	16	0	x15	1	20	Haywire, AD1, PH3
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4000	-

GEAR KRIEG™

T-44 "N. LENIN" SUPERHEAVY TANK

Year In Service:	1940	Maneuver:	-4	Armor:	20/40/60
Threat Value:	94	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	80km
Crew:	7	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Overheating, Random Shutdown (R1), Reinforced Armor (R2, Front), Weak Armor Facing (Rear)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
47mm Model 40	T	3	6	12	24	0	x7	1	50	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4000	-

CONVENTIONAL FORCES

Pure superscience vehicles, such as the combat walkers, were too expensive and time-consuming to build to make up the bulk of the world's armies. The latter were still composed mainly of conventional armored vehicles and infantry units, though several of those were upgraded with new technology as the conflict progressed.

M4S1 AND M4S2 GENERAL SHERMAN

The Shermans were the most numerous tanks of the war, and several of them were used as testbed models for new weapons. The M4S1 carried the new recoilless gun and demo charges developed for the Jackson walker on special hull hardpoints. The tank was too wide for most French road, and the heavy armament wore out the suspension at an alarming rate. The M4S2 was more successful, being equipped with a Tesla gun.

CHAR B2

The French forces were desperate for equipment at the turning point of the war. To shore up the Vichy government, a number of old B1 hulls were updated with modern weaponry. Most of these fell in Allied forces later on and were used against the Germans.

ASSAULT TANK MK I MATHILDA

As the conflict in North Africa wound down, a number of older tanks were retrofitted with weapons brought by the Americans to keep them in the fighting.

T34/76A

The T34 was already a fearsome tank, rugged and reliable. To make it more formidable in urban situations, the Soviet engineers mounted a British PVAT launcher to the turret. A disposable rocket launcher was mounted on the rear deck to open assaults.

TYPE 97-S CHI-HA

The Japanese were perpetually behind in armor technology, but they bought many items from the Germans. The S model of the common Chi-Ha tank added a Panzershreck to the turret, and a pair of machineguns to the rear.

PZKPFW IV AUSF X

Desperate to stave off the Allied advance, the German engineers used salvaged weapons on any hull they could find. A number of Panzer IVs were sent back to the front carried captured Russian Tesla equipment, backed by a laser and 3.2cm gun for safety.

PZKPFW VI AUSF X UBERTIGER

Some Tigers were re-equipped with additional armament to allow them to face off more enemy types. A staggered attack pattern was intended, with the crew firing the rockets first, discarding the launchers and then using the 20mm guns to ward off light troops while the main gun takes care of the armored threats.

PZKPFW V AUSF X UBERPANTHER

Another last ditch weapon, the UberPanther coupled a more powerful engine with a modified Porsche "double deck" turret that included two additional 20mm cannons and six demo charge tubes. The rear deck received a pair of remotely-operated machineguns to deal with infantry attacking the thinner rear armor.

CHURCHILL TESLA

As part of a Technology exchange with the Russians, a number of older Churchill hulls were retrofitted with Tesla guns. They carried no other weapon except a hull machinegun.

BERGEPANZER-II TIGERS

In 1944, several Tigers were converted to recovery vehicles. About half of them kept their turret but not their main gun, which was replaced by an additional compressor and three articulated Krupp H9 grasper arms. These were mostly used for rapid field reloading and other special engineering duties.

Gather a 15mm Tiger model and three graspers from the Donner or Uller kits. Use thick styrene sheets to make a mounting plate for the front arms, which is to be glued in place of the gun barrel. Add smoke launchers to the sides.

'AMBUSH' JEEP

The success of the new walker bazooka led some units to experiment with salvaged weapons. A number of forward U.S. squads operating at the front of the advance were seen bolting the heavy gun to the rear deck of jeeps, though the latter rarely lasted long under the added weight.

Modeling Notes

All the vehicles in the following pages are commercial 15mm tank kits that have been modified with the addition of weapons from the various Weapon Packs (DP9-624, DP9-635 and DP9-638). Use the datacard pictures for weapon placements.

GEAR KRIEG™

M4A1 MEDIUM TANK GENERAL SHERMAN

Year In Service:	1941	Maneuver:	-3	Armor:	14/28/42
Threat Value:	450	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	160km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (F), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm M3	T	5	10	20	40	0	x9	1	97	-
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
Hvy Art. Rockets	FF	10	20	40	80	-1	x11	1	32	MR10, AE1, ROF3
Grenades	F	0	0	0	0	-1	x9	3	-	AI
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4750	-

GEAR KRIEG™

M4A1 MEDIUM TANK GENERAL SHERMAN

Year In Service:	1941	Maneuver:	-3	Armor:	14/28/42
Threat Value:	90	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	160km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (F), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Gun	T	1	2	4	8	0	x14	1	-	Haywire, AD1
Flamer	T	0	0	0	1	+1	x7	1	10	Slow Burn
Grenades	T	1	2	4	8	-1	x9	3	-	AI
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4750	-

GEAR KRIEG™

CHAR B2

Year In Service:	1937	Maneuver:	-3	Armor:	15/30/45
Threat Value:	450	Fire Control:	-2	Movement:	Ground 2/3
Size:	11	Sensors:	None	Deployment Range:	180km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Large Sensor Profile (R1), Random Shutdown (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	T	3	6	12	24	0	x7	1	50	-
75mm Cannon	FF	4	8	16	32	0	x8	1	74	-
20mm Guns	T	2	4	8	16	0	x6	2	120ea	Link, AA
Hvy Art. Rockets	FF	10	20	40	80	-1	x11	1	32	MR10, AE1, ROF3
Hvy Art. Rockets	FF	10	20	40	80	-1	x11	1	3	MR10, AE1, ROF3
37mm Gun	L	2	4	8	16	0	x7	1	40	-
Light Laser	F	6	12	24	48	+1	x6	1	-	AT, AD1
7.5mm LMG	T	1	2	4	8	0	x2	1	5100	ROF2, AI, Coax

GEAR KRIEG™

INFANTRY TANK MK "MATILDA (II)"

Year In Service:	1939	Maneuver:	-3	Armor:	15/30/45
Threat Value:	225	Fire Control:	-2	Movement:	Ground 1/2
Size:	10	Sensors:	None	Deployment Range:	145km
Crew:	3	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R2, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	93	-
Walker Bazooka	F	2	4	8	16	0	x14	1	8	HEAT
Hvy Art. Rockets	FF	10	20	40	80	-1	x11	1	18	MR10, AE1, ROF3
7.92mm LMG	T	1	2	4	8	0	x2	1	2925	ROF2, AI, Coax

GEAR KRIEG™

T34/76A

Year In Service:	1939	Maneuver:	+3	Armor:	14/28/42
Threat Value:	320	Fire Control:	+2	Movement:	Ground 3/6
Size:	10	Sensors:	None	Deployment Range:	400km
Crew:	4	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/30.5	T	4	8	16	32	0	x8	1	77	-
PVAT Launcher	T	1	2	4	8	-1	x	1	5	HEAT
Hvy Art. Rockets	FF	10	20	40	80	-1	x11	1	32	MR10, AE1, ROF3
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4725	-

GEAR KRIEG™

TYPE 97 "CHI-HA"

Year In Service:	1941	Maneuver:	+3	Armor:	9/18/27
Threat Value:	100	Fire Control:	+2	Movement:	Ground 2/4
Size:	8	Sensors:	None	Deployment Range:	210km
Crew:	4	Communications:	None		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Type 1	T	4	8	16	32	0	x8	1	10	-
GrPzShrek	F	2	4	8	16	0	x15	1	2	HEAT
GrPzFaust	FF	1	2	4	8	-1	x16	1	-	HEAT
Paired HMGs	Rr	1	2	4	8	0	x4	2	300	ROF2, AI
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2745	-

GEAR KRIEG™

PZKPFW IV AUSF F

Year In Service:	1941	Maneuver:	-3	Armor:	12/24/36
Threat Value:	225	Fire Control:	+2	Movement:	Ground 3/5
Size:	10	Sensors:	None	Deployment Range:	250km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R2, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Gun	T	1	2	4	8	0	x15	1	20	Haywire, AD1, PH3
3.2cm Cannon	T	2	4	8	16	0	x8	1	20	-
Heavy Laser	T	8	12	24	48	+1	x9	1	-	AI, AD1
7.92mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	3000	-

GEAR KRIEG™

PZKPFW VI AUSF E "TIGER"

Year In Service:	1943	Maneuver:	-3	Armor:	18/36/54
Threat Value:	230	Fire Control:	+2	Movement:	Ground 2/4
Size:	13	Sensors:	None	Deployment Range:	140km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Random Shutdown (R1), Reinforced Armor (R2, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm KwK 36 L/56	T	6	12	24	48	0	x11	1	92	-
20mm Gun Battery	T	2	4	8	16	0	x6	4	120ea	Link, ROF2
Hvy Art. Rockets	L	10	20	40	80	-1	x11	1	3	MR10, AE1, ROF3
Hvy Art. Rockets	R	10	20	40	80	-1	x11	1	3	MR10, AE1, ROF3
7.92mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4500	-

GEAR KRIEG™

PZKPFW V AUSF D "PANTHER"

Year In Service:	1943	Maneuver:	-3	Armor:	15/30/45
Threat Value:	150	Fire Control:	-2	Movement:	Ground 3/5
Size:	12	Sensors:	None	Deployment Range:	177km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (F), Random Shutdown (R1), Reinforced Armor (R5, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm KwK 42 L/70T	T	6	12	24	48	0	x11	1	79	-
20mm Guns	T	2	4	8	16	0	x6	2	120ea	ROF2
Paired HMG	R	1	2	4	8	0	x4	1	300	ROF2, AI
Grenades	T	0	0	0	0	-1	x9	6	-	AI
7.92mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	5100	-

GEAR KRIEG™

INFANTRY TANK MK IV "CHURCHILL"

Year In Service:	1941	Maneuver:	-3	Armor:	18/36/54
Threat Value:	80	Fire Control:	-2	Movement:	Ground 2/3
Size:	11	Sensors:	None	Deployment Range:	145km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R1), Random Shutdown (R2)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Gun	T	1	2	4	8	0	x15	1	20	Haywire, AD1, PH3
7.92mm LMG	T	1	2	4	8	0	x2	1	4950	ROF2, AI, Coax
Smoke Discharger	FF	0	0	0	0	0	-	1	25	Obsc: 2

GEAR KRIEG™

BERGEPANTER-II TIGER

Year In Service:	1943	Maneuver:	-3	Armor:	18/36/54
Threat Value:	30	Fire Control:	-2	Movement:	Ground 2/4
Size:	13	Sensors:	None	Deployment Range:	140km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Manipulator Arms (x3, R5, Punch), Inefficient Controls, Large Sensor Profile (R1), Random Shutdown (R1), Reinforced Armor (R2, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4500	-
Smoke Launchers	T	-	-	-	-	-	-	4	-	Obsc: 2

GEAR KRIEG™

AMBUSH JEEP

Year In Service:	1942	Maneuver:	-2	Armor:	4/8/12
Threat Value:	22	Fire Control:	-2	Movement:	Ground 4/8
Size:	4	Sensors:	None	Deployment Range:	500km
Crew:	3	Communications:	-1/8km		

PERKS & FLAWS

Exposed Crew, Exposed FC, Hazardous Ammo/Fuel Supply, Inefficient Controls

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
Smoke	FF	-	-	-	-	-	-	1	4	Obsc: 2

GROUND TURRETS

The French put a great deal of faith in Tesla weapons and used them extensively in the design of the Maginot Line. There were three general models of Tesla-powered turrets in service. One was used primarily against ground targets, the other against aircraft and the third model was a general area defense device. All worked on similar principles.

Anti-Vehicle Turret: this fortification is available as a kit, complete with optional howitzer. Simply clean the miniature's parts and apply a coat of primer to the entire surface — this will show any major surface defect and let the paint stick better. Once the primer coat is dry, apply the basic colors of the paint scheme. (See **Fields of War** for more on modeling ground turrets and fortifications.)

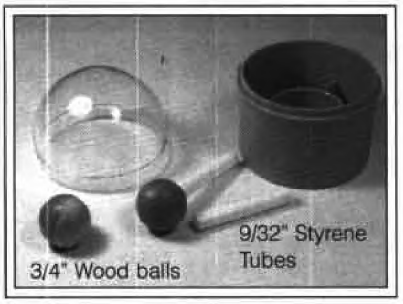
Anti-Aircraft Turret: while this model can be build from the existing turret, it can also be based on any cylindrical object available (with the addition, of course, of the Tesla gun from the *Allies Weapon Pack*). The gun mount is simply glued on top of the turret, and the Tesla weapon installed vertically.

Area Defense Turret: this model requires various household objects. You will need the following material: a spray can cap, a transparent dome of the same diameter (in this case, a plastic sphere from a toy vending machine was used), two smaller spheres (marbles work well for this) and two pieces of plastic tubing. Make sure the dome fits the cap, which will form the main body of the turret.

Begin by washing everything to remove dirt and oil. Glue a small sphere at the end of each plastic tube; these will be the generators. Paint them chrome silver and set them aside for now. Apply a uniform coat of a light color overall on the spray can cap and the plastic dome; add a camouflage scheme if desired.

Using a pencil, draw horizontal and vertical lines to represent individual panels in the structure (a flexible ruler helps getting them straight). Apply a coat of diluted ink or paint over the whole surface and let dry as is. Reapply the same treatment over selected panels and recessed areas to create variations in surface detail. Rivets can be added at the edges of panels with dots of paint (or, a mechanical pen can be used).

When these are ready, glue the two generators side by side inside the cap. Put the dome on top, but don't glue it (to show off the generators). For best visual effect, the turret should be glued to a small base made of foam or cardboard to simulate a piece of terrain (see **Fields of War** for more details).



GEAR KRIEG™

TESLA TURRET

Year in Service:	1938	Maneuver:	-10	Armor:	30/60/90
Threat Value:	200	Fire Control:	-1	Movement:	None
Size:	20	Sensors:	None	Deployment Range:	None
Crew:	8	Communications:	None		

PERKS & FLAWS

Large Sensor Profile (R2)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla AFE	T	3	6	12	24	0	x14	1	**	Hywre,AD1,PH4

**Essentially unlimited

GEAR KRIEG™

ANTI-AICRAFT TESLA TURRET

Year in Service:	1938	Maneuver:	-10	Armor:	30/60/90
Threat Value:	200	Fire Control:	-1	Movement:	None
Size:	20	Sensors:	None	Deployment Range:	None
Crew:	8	Communications:	None		

PERKS & FLAWS

Large Sensor Profile (R2)

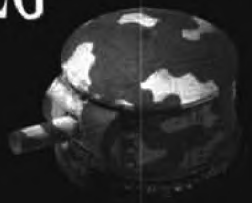
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla AFE	T	3	6	12	24	0	x14	1	**	Hywre,AD1,PH4, AA

**Essentially unlimited

GEAR KRIEG™

CANNON TURRET



Year in Service:	1938	Maneuver:	-10	Armor:	30/60/90
Threat Value:	100	Fire Control:	-1	Movement:	None
Size:	20	Sensors:	None	Deployment Range:	None
Crew:	8	Communications:	None		

PERKS & FLAWS

Large Sensor Profile (R2)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm Cannon	T	5	10	20	40	0	x8	1	**	-

**Essentially unlimited (ammunition is brought from underneath tunnels)

GEAR KRIEG™

AREA DEFENSE TESLA TURRET

Year in Service:	1938	Maneuver:	-10	Armor:	30/60/90
Threat Value:	200	Fire Control:	-1	Movement:	None
Size:	20	Sensors:	None	Deployment Range:	None
Crew:	8	Communications:	None		

PERKS & FLAWS

Large Sensor Profile (R2), Exposed Fire Control

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla AAFE	T	0	0	0	0	0	x14	1	**	Hywre,AE10,PH4

**Essentially unlimited

INFANTRY

The old-fashioned infantry is often called the queen of the battlefield. A bunch of guys on foot can do major damage against an 8-tons armored walker, or a tank — anti-armor rifles will take out vulnerable targets, and the man-deployable rockets and missiles hurt just as much as their vehicle-mounted counterparts. Fighting back isn't easy, since infantry can take advantage of any shred of cover available. Sure, they don't move fast — but once in, they are persistent thorns in any commander's side.

MODELING INFANTRY

Several types of infantry figures are available on the market, especially in 15mm wargaming scale, from a variety of manufacturers (including DP9). Most of the time, each trooper is a separate model, with its own base. In the game, however, infantry squads are treated as a single unit to ease bookkeeping. Fielding each figure separately works great for skirmishes, because troopers can be placed realistically within cover, but it's cumbersome. It's better to create "squad" bases that represent a whole infantry team. This is less flexible, but easier to play with.

The explanations below show how to put together a simple, good-looking infantry unit on the standard Gear Krieg 40mm round base. Obviously, this is not the only way possible; a smaller base can be used, or a strip of sheet styrene (if one desires the squad to be lined up abreast for easier deployment behind cover). It is, however, a good compromise — and it looks fantastic on the tabletop!

• STEP ONE: DESIGN

Carefully clean up all the pieces (infantry and base) before assembly. Once this is done, place the figures on the base in an interesting formation. There is no need to place all ten troopers of the squad on the base, since it is an abstracted infantry unit anyway. Three or four will do — ideally, one will carry a model of the heavy weapon carried by the squad, for easy recognition during play.

You might need to experiment a bit to find something that looks good. Use small rocks and bits of scrap plastic to create an interesting environment. Basically, we're trying to make a tiny diorama of the squad in action.

• STEP TWO: ASSEMBLY

Now that the display has been designed, it's time to glue the various components on the base. Make sure there will be enough space between the models to let you paint them later, else some figures will have to be painted separately. Small pieces of plastic cards can be glued on first to make an uneven ground; plaster or putty work as well. (If the latter are used, the molded-on bases of the infantrymen can be "sunk" into the putty to hide them).

• STEP THREE: TEXTURE

Once this is done, glue some sand or flock to the base to give it a ground texture. An old paintbrush and carpenter's glue make the work fairly easy: spread the glue around the figure, then sprinkle fine sand or flock evenly, shaking out the excess after a few minutes. Once this is thoroughly dry, a second coat of highly diluted glue can go on top to lock down any errant grain of sand. Glue on any additional accessories (spare guns, scenery items, ruins) and give the entire model a coat of primer paint.

• STEP FOUR: PAINTING

Paint the model using the same base color as the rest of your forces. The ground can be painted any earth color, then several sand tones were drybrushed over it. A heavier application of sand color was used on the wall section, make it stand out somewhat from the ground, yet not taking too much attention away from the infantry. If desired, flock and lichen can be used to create more complex scenery for the troopers to hide in: small bushes, patch of tall grass, etc.

Name: Heli.	Quality: 2	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
LMG (Heavy)	0	1/2/4/8	x3	2
Rifle (STD)	0	1/2/4/8	x2	0

DAMAGE TRACK

1 LDR		6 NCO	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 HVY		0 HVY	

* All use rocket pack rules

Name: Rockets	Quality: 2	Armor:	1
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
MP40 SMG (STD)	0	2/4/8/16	x3	2
Rifle (HVY)	0	1/2/4/8	x2	1

DAMAGE TRACK

1 LDR		6 STD	
2 STD		7 HVY	
3 HVY		8 HVY	
4 HVY		9 HVY	
5 HVY		0 HVY	

* All use rocket pack rules

Name: Zombies*	Quality: 1	Armor:	n/a
Encumbrance: 0	Stamina: 5	TV:	10 each

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
Melee Weapons (STD)	-1	0/0/0/0	x3	0

DAMAGE TRACK

1 STD		6 STD	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 STD		0 STD	

* All use Zombies rules, page 55 of **Gear Krieg Companion**

Name: US	Quality: 2	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
LMG (HVY)	0	1/2/4/8	x3	2
Rifle (STD)	0	1/2/4/8	x2	0

DAMAGE TRACK

1 LDR		6 NCO	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 HVY		0 HVY	

Name: British	Quality: 2	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
LMG (HVY)	0	1/2/4/8	x3	2
Rifle (STD)	0	1/2/4/8	x2	0

DAMAGE TRACK

1 LDR		6 STD	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 HVY		0 HVY	

Name: Russians	Quality: 1	Armor:	n/a
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
Rifle (STD)	0	1/2/4/8	x2	0

DAMAGE TRACK

1 NCO		6 STD	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 STD		0 STD	

Name: Japan	Quality: 2	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
LMG (HVY)	0	1/2/4/8	x3	2
Rifle (STD)	0	1/2/4/8	x2	0

DAMAGE TRACK

1 LDR		6 NCO	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 HVY		0 HVY	

Name: Italy	Quality: 1	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

WEAPONS:

Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
LMG (HVY)	0	1/2/4/8	x3	2
Rifle (STD)	0	1/2/4/8	x2	1

DAMAGE TRACK

1 LDR		6 STD	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 STD		0 HVY	

Name: Germans	Quality: 2	Armor:	0
Encumbrance: 0	Stamina: 3	TV:	*

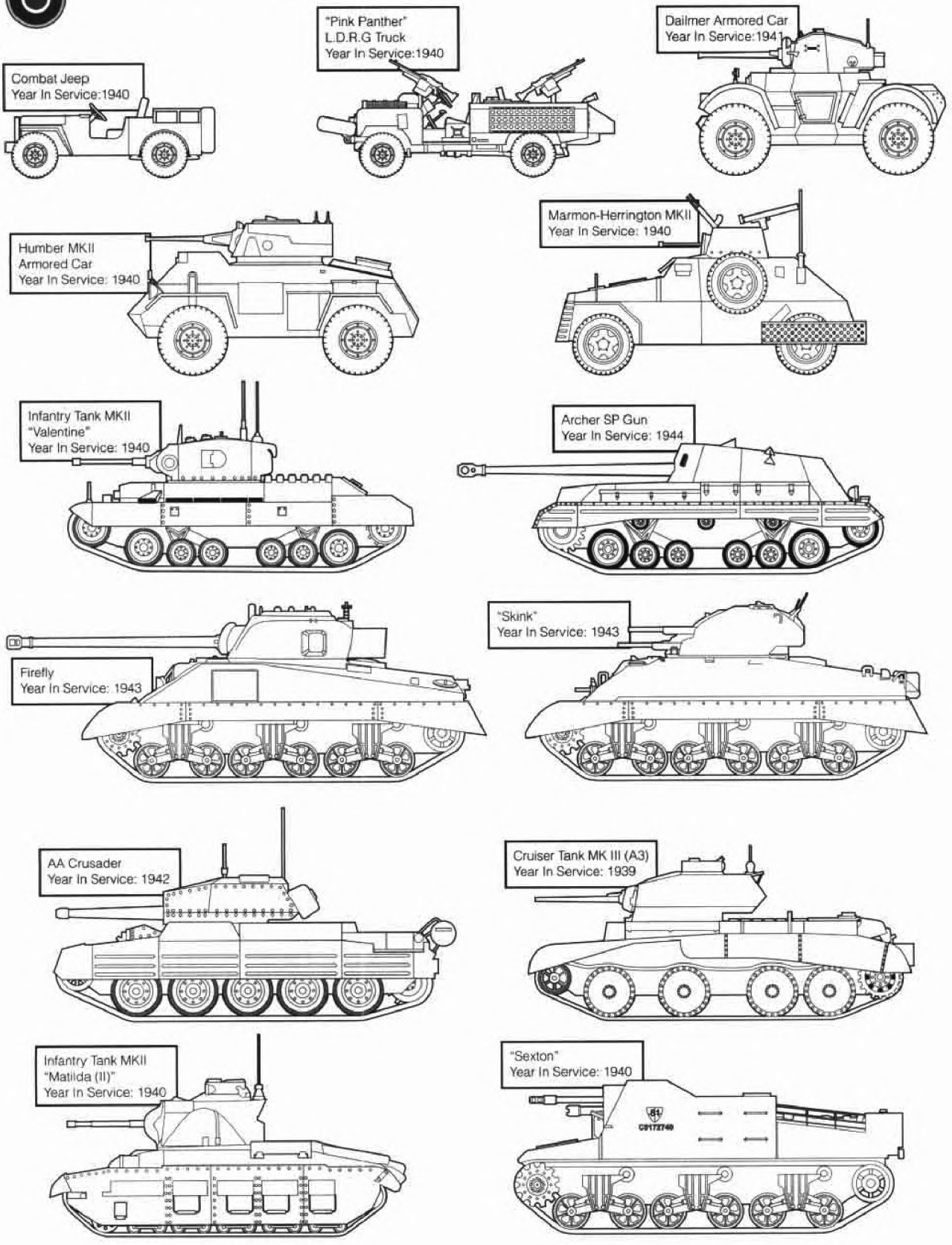
WEAPONS:

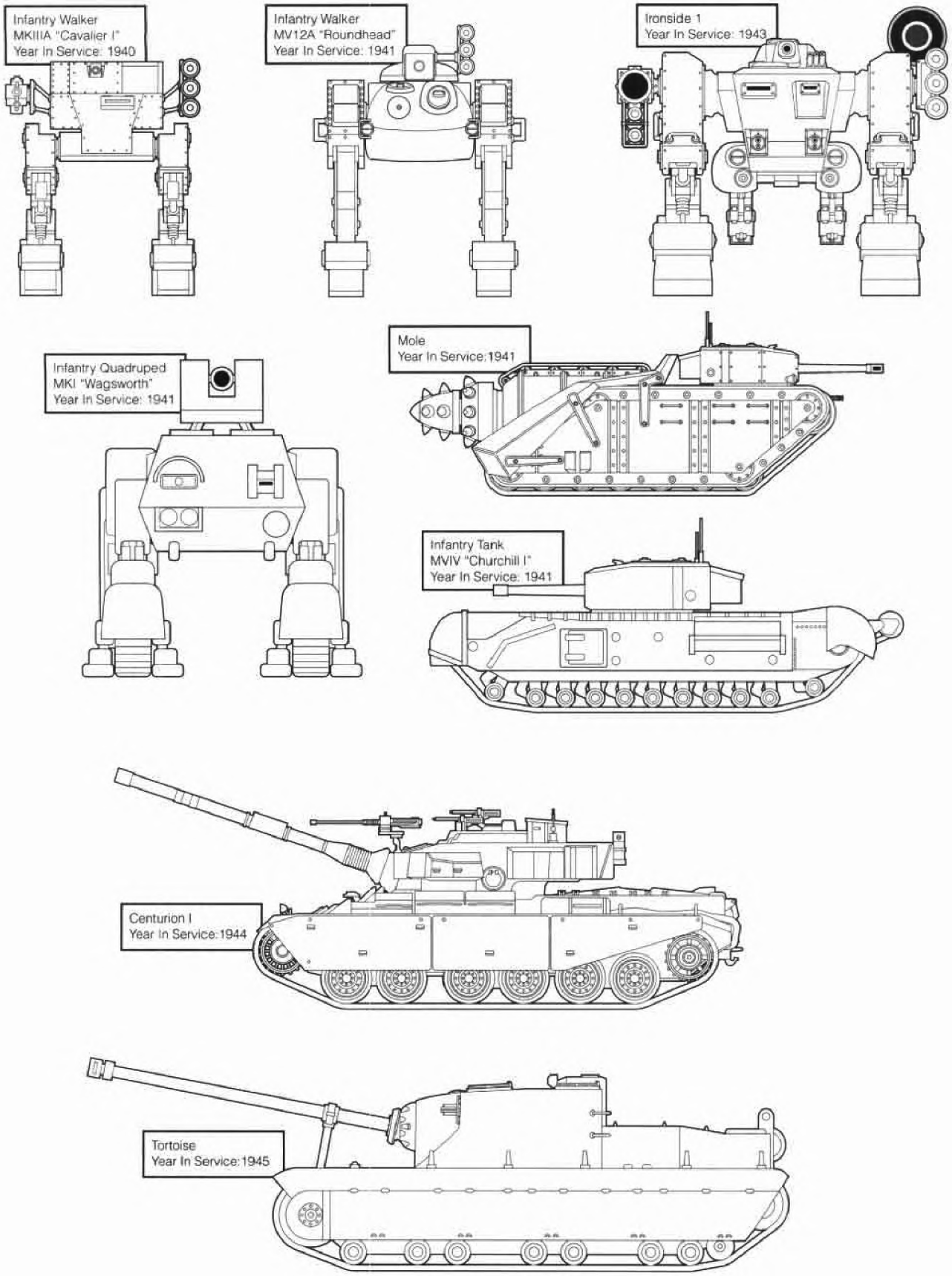
Name/Type:	Acc	Range S/M/L/Ex	Dam.	ROF
MG42 HMG (HVY)	0	2/4/8/16	x3	2
Rifle (STD)	0	1/2/4/8	x2	1

DAMAGE TRACK

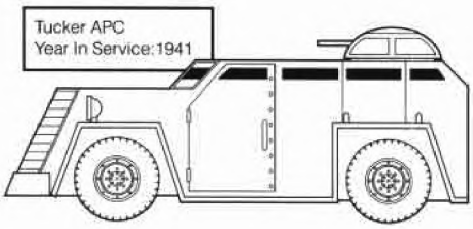
1 STD		6 STD	
2 STD		7 STD	
3 STD		8 STD	
4 STD		9 STD	
5 HVY		0 HVY	

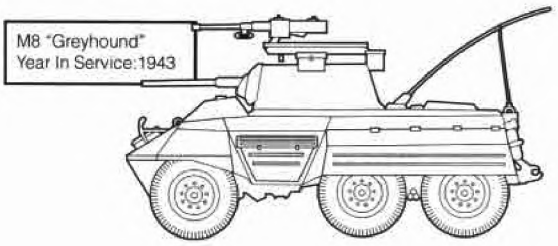
British Vehicle Recognition Chart

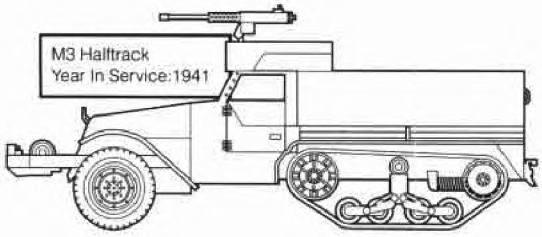


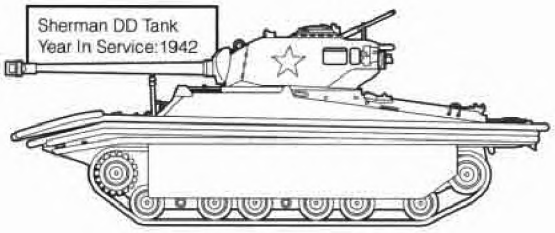

Infantry Walker
MKIIIA "Cavalier I"
Year In Service: 1940
Infantry Walker
MV12A "Roundhead"
Year In Service: 1941
Ironside 1
Year In Service: 1943
Infantry Quadruped
MKI "Wagsworth"
Year In Service: 1941
Mole
Year In Service:1941
Infantry Tank
MVIV "Churchill I"
Year In Service: 1941
Centurion I
Year In Service:1944
Tortoise
Year In Service:1945

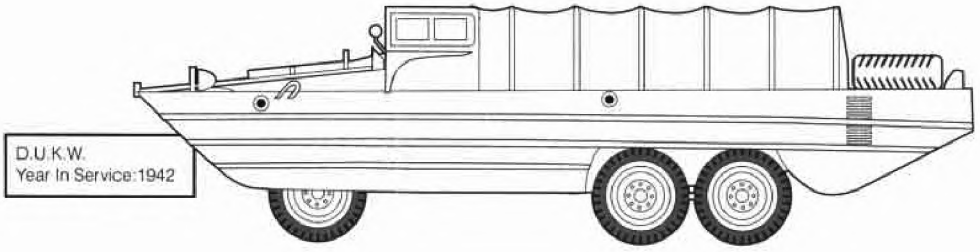
US Vehicle Recognition Chart

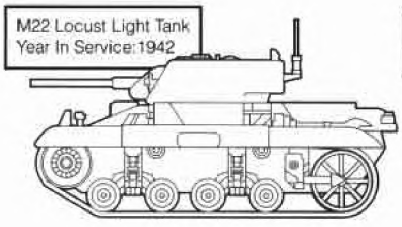


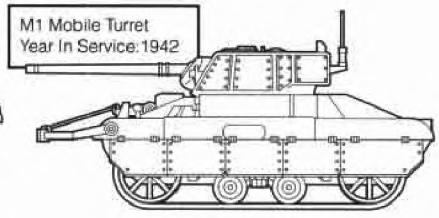


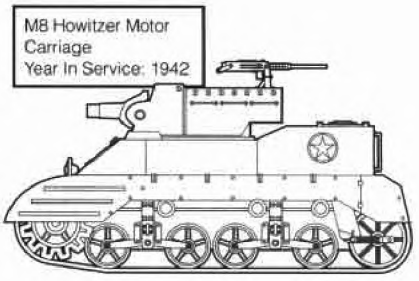


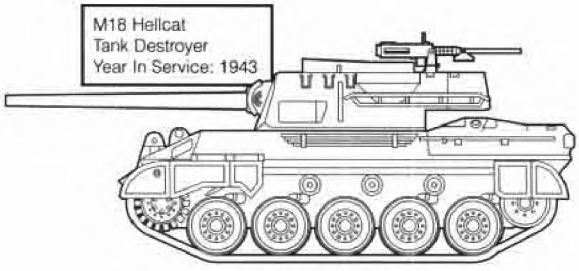


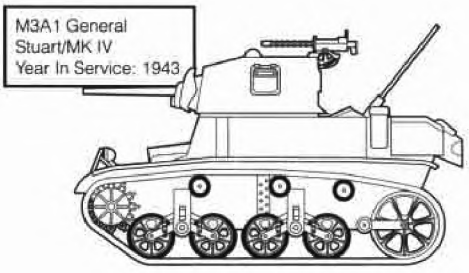




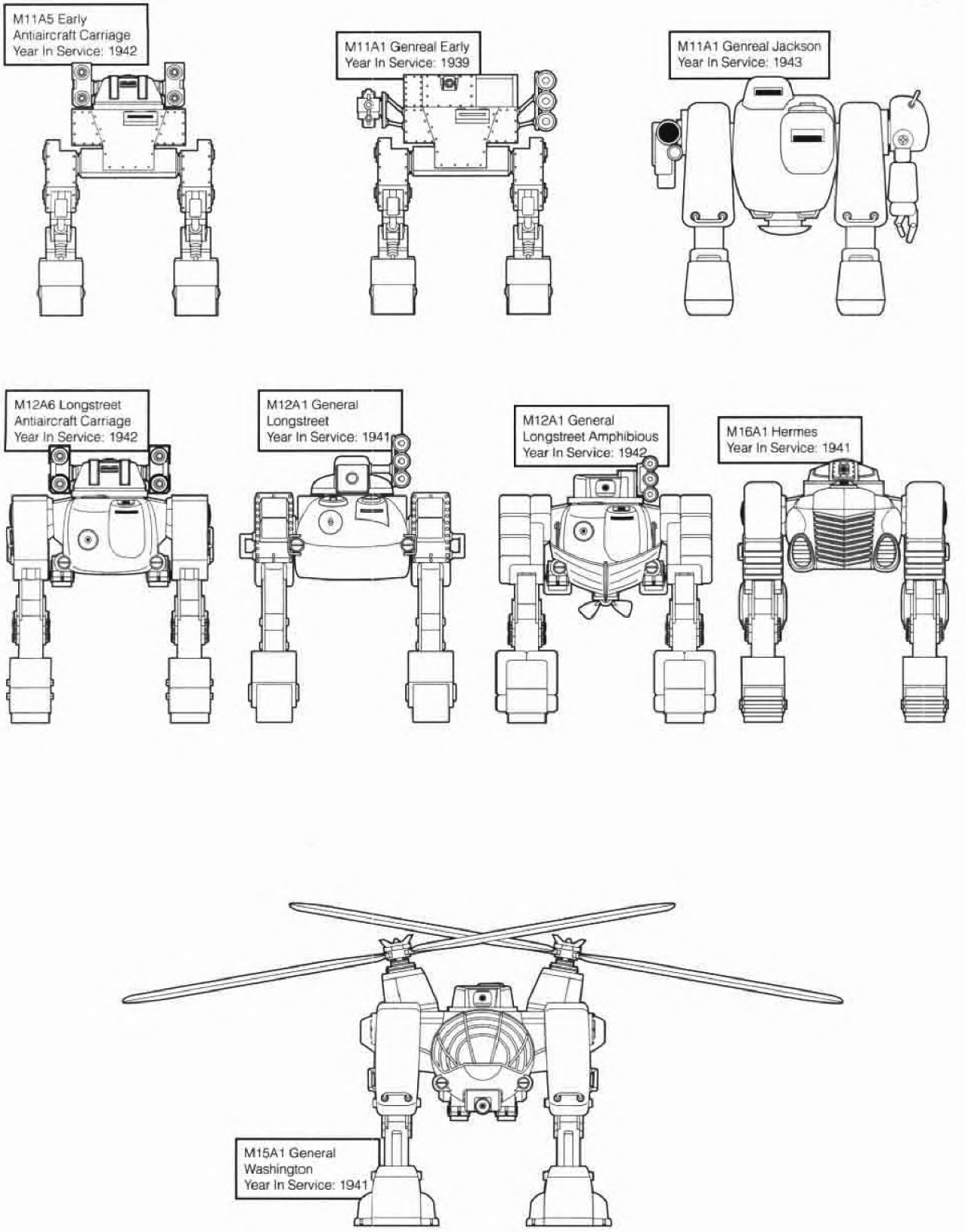




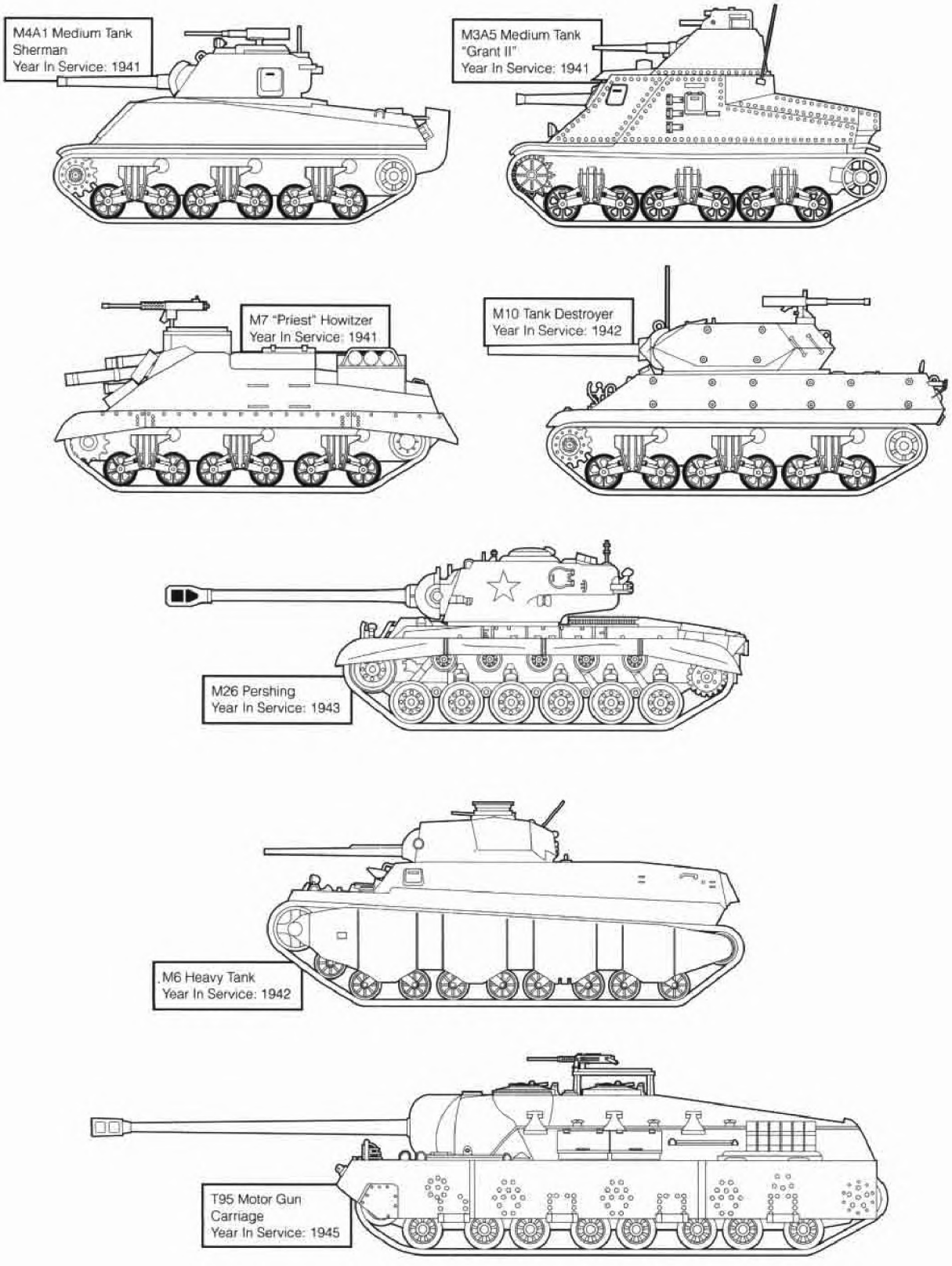




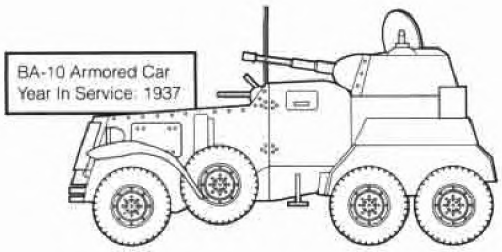
US Vehicle Recognition Chart

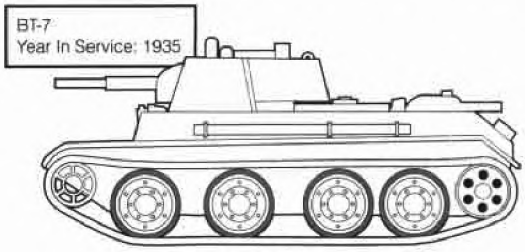


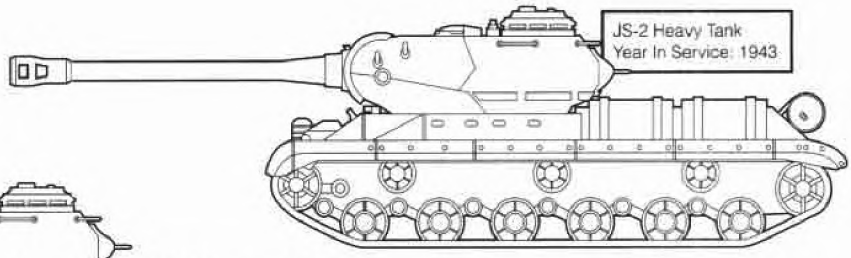
US Vehicle Recognition Chart

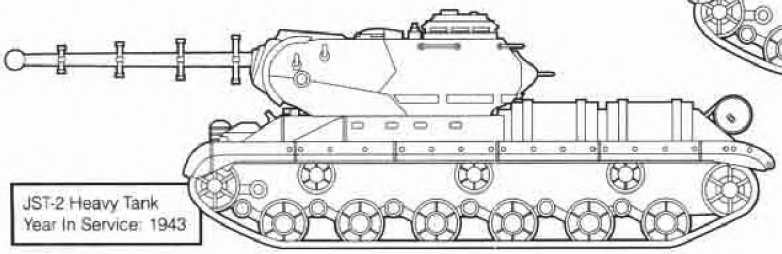


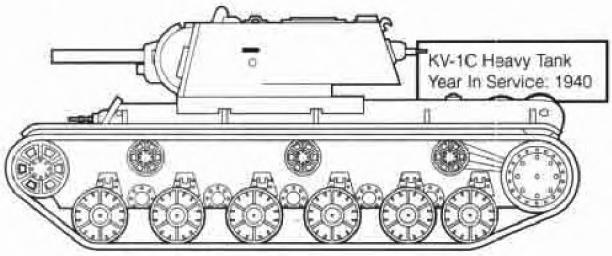
Russian Vehicle Recognition Chart

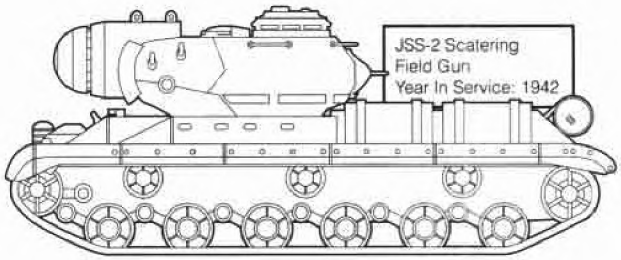


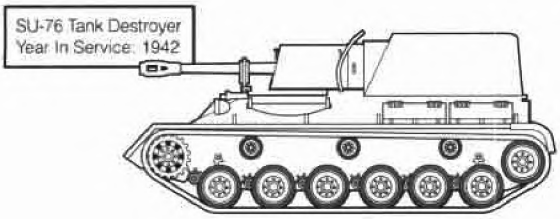


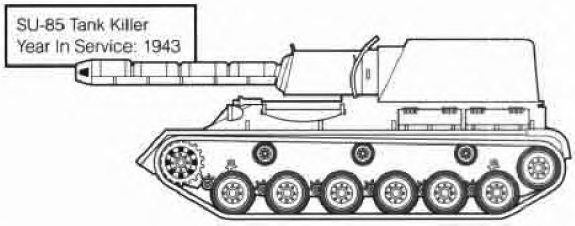


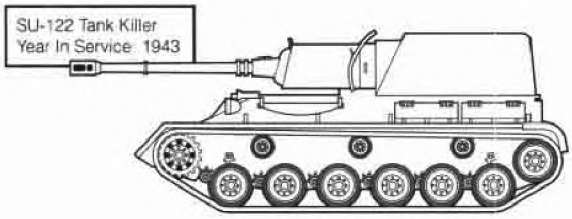


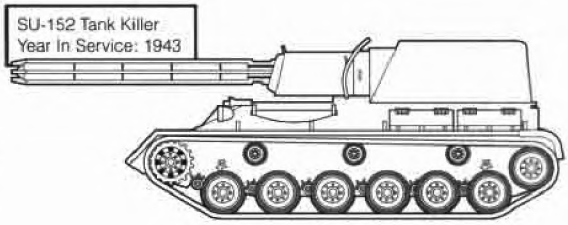




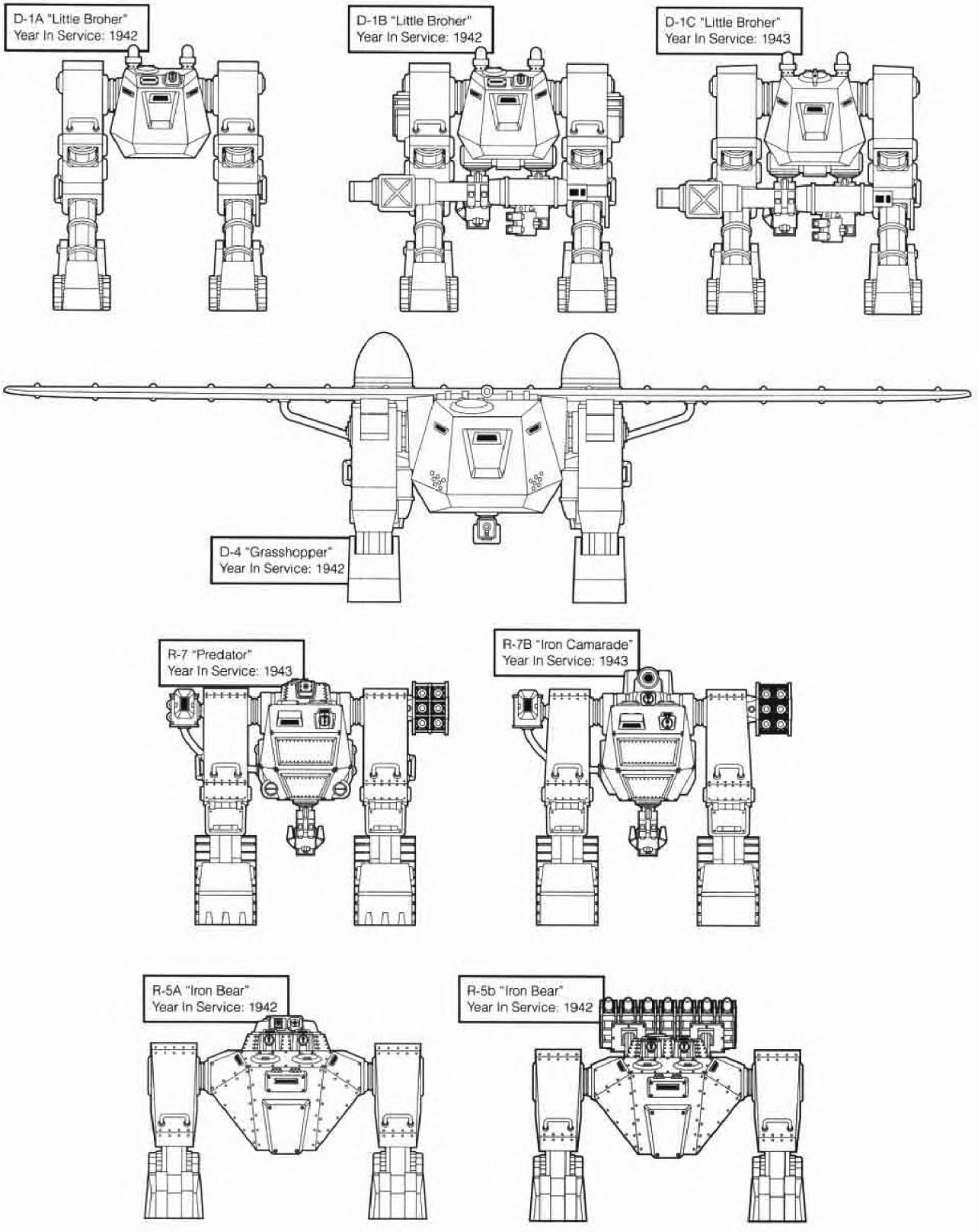






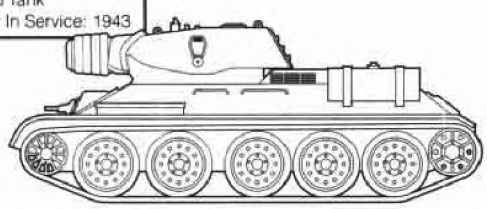


Russian Vehicle Recognition Chart

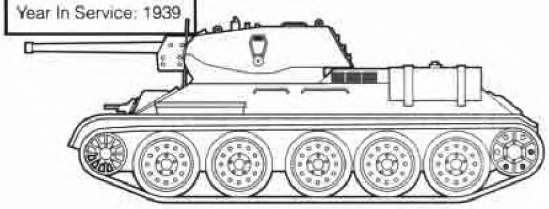


Russian Vehicle Recognition Chart

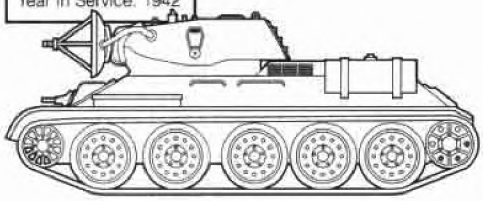
JSS-2 Scattering
Filed Tank
Year In Service: 1943



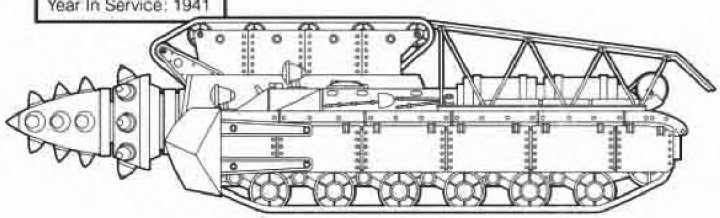
T-34/76A
Year In Service: 1939



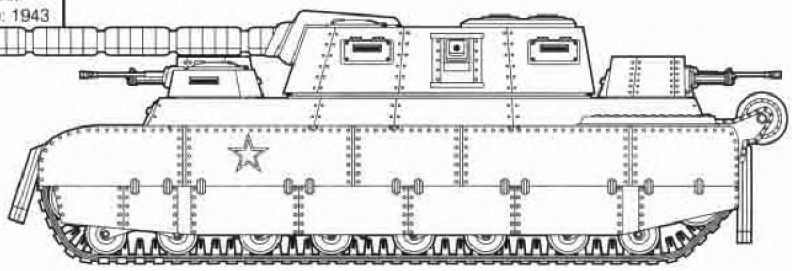
T-34/76SN Sonic Tank
Year In Service: 1942



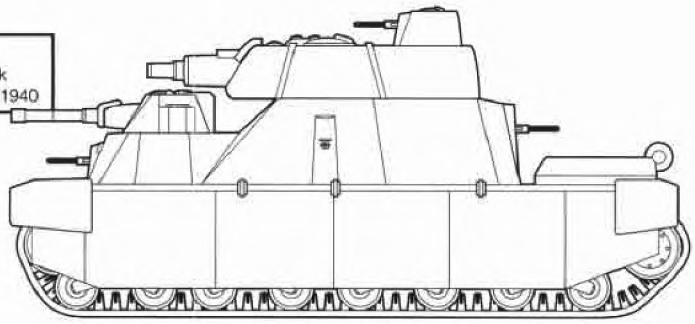
ZK-1 "Mole"
Digging Vehicle
Year In Service: 1941



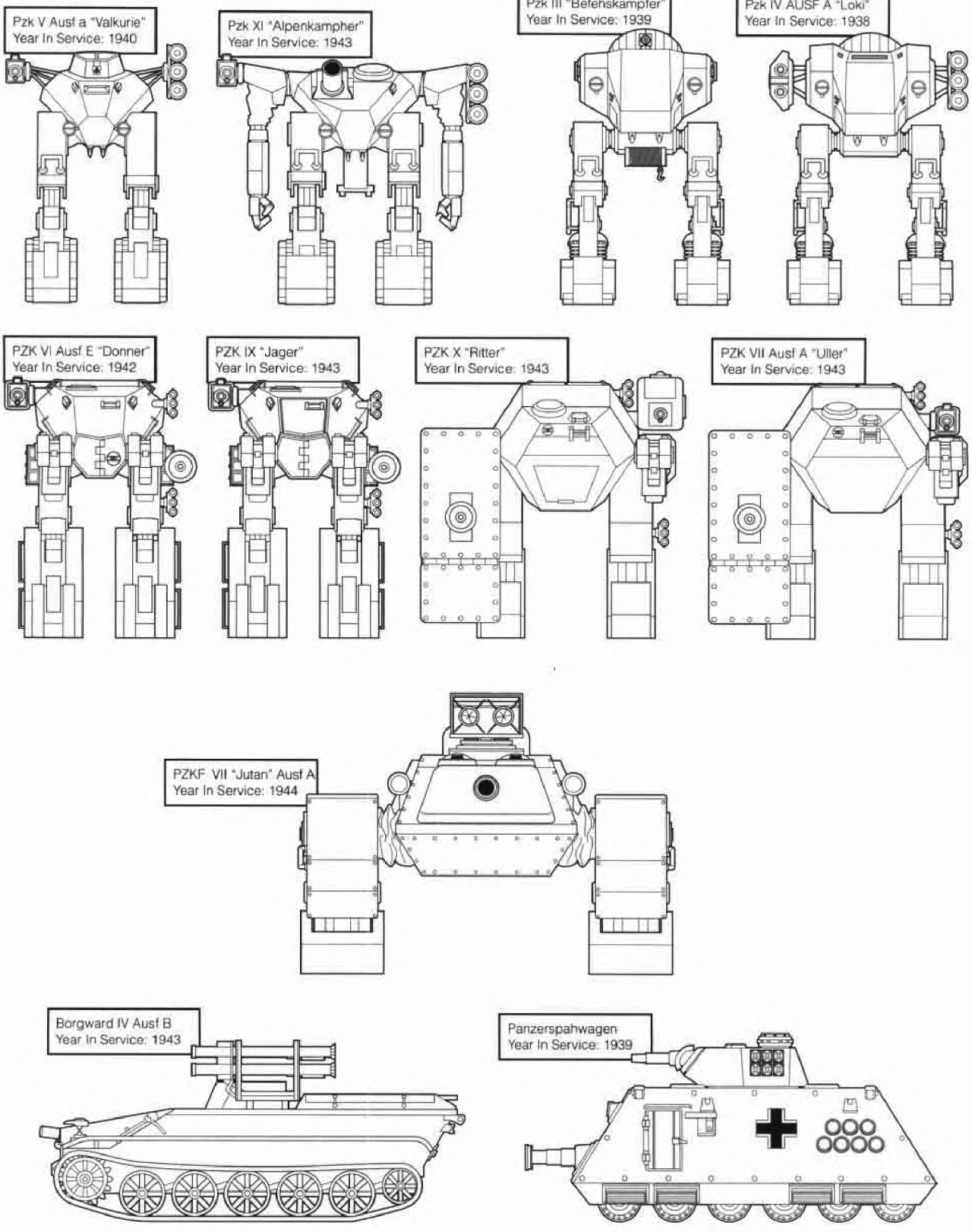
KV-300
Superheavy Tank
Year In Service: 1943



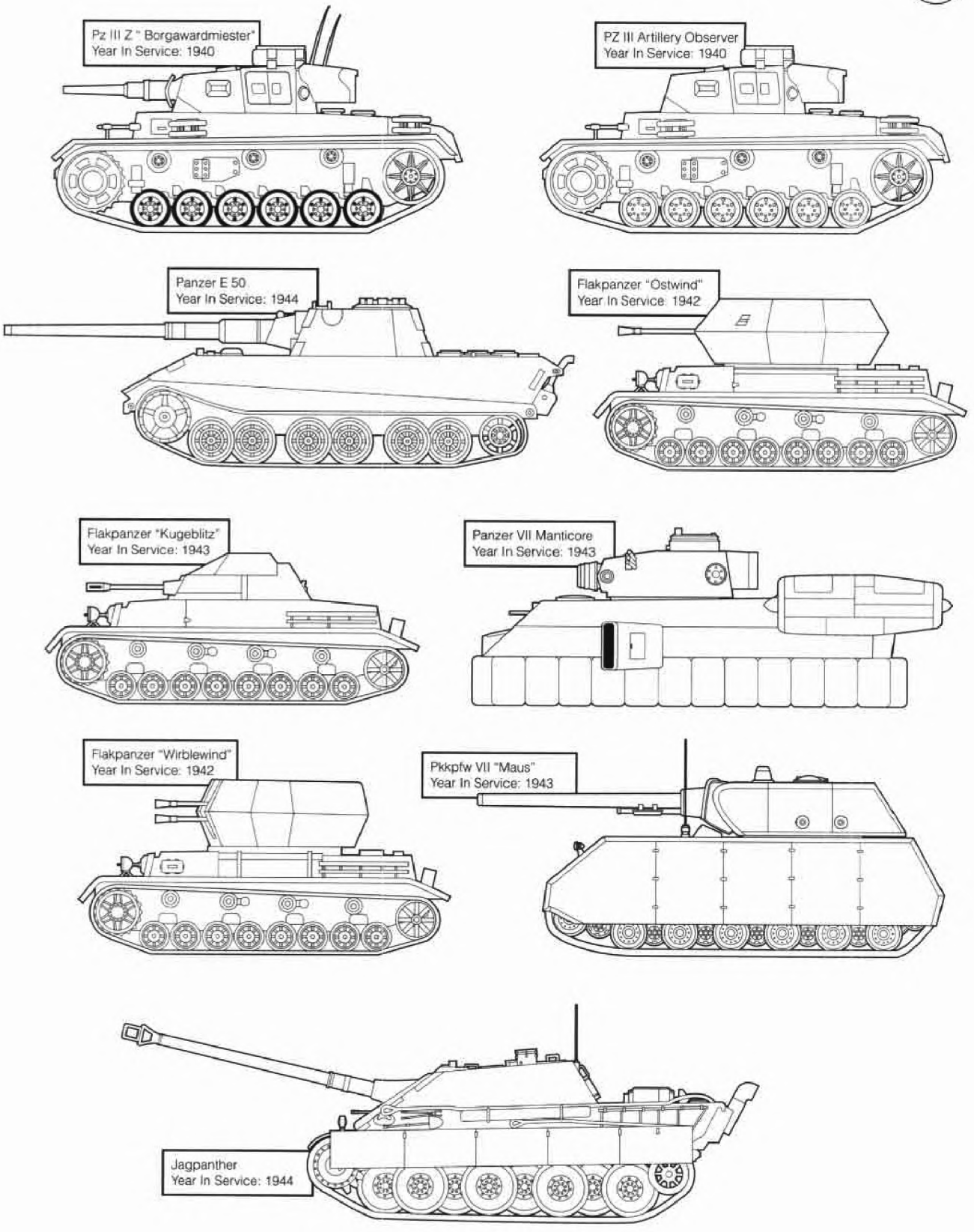
T-44 "N. Lenin"
Superheavy Tank
Year In Service: 1940



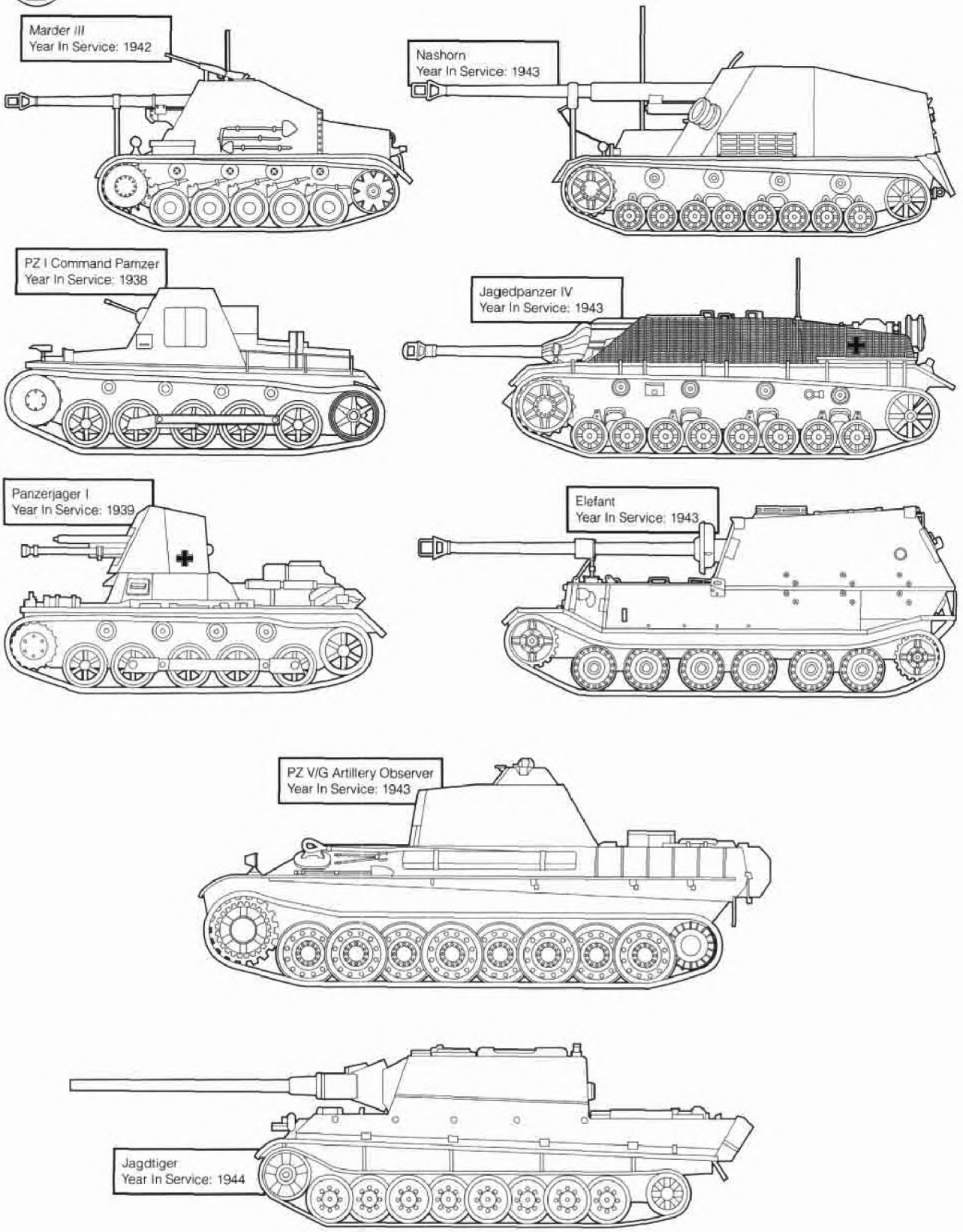
German Vehicle Recognition Chart



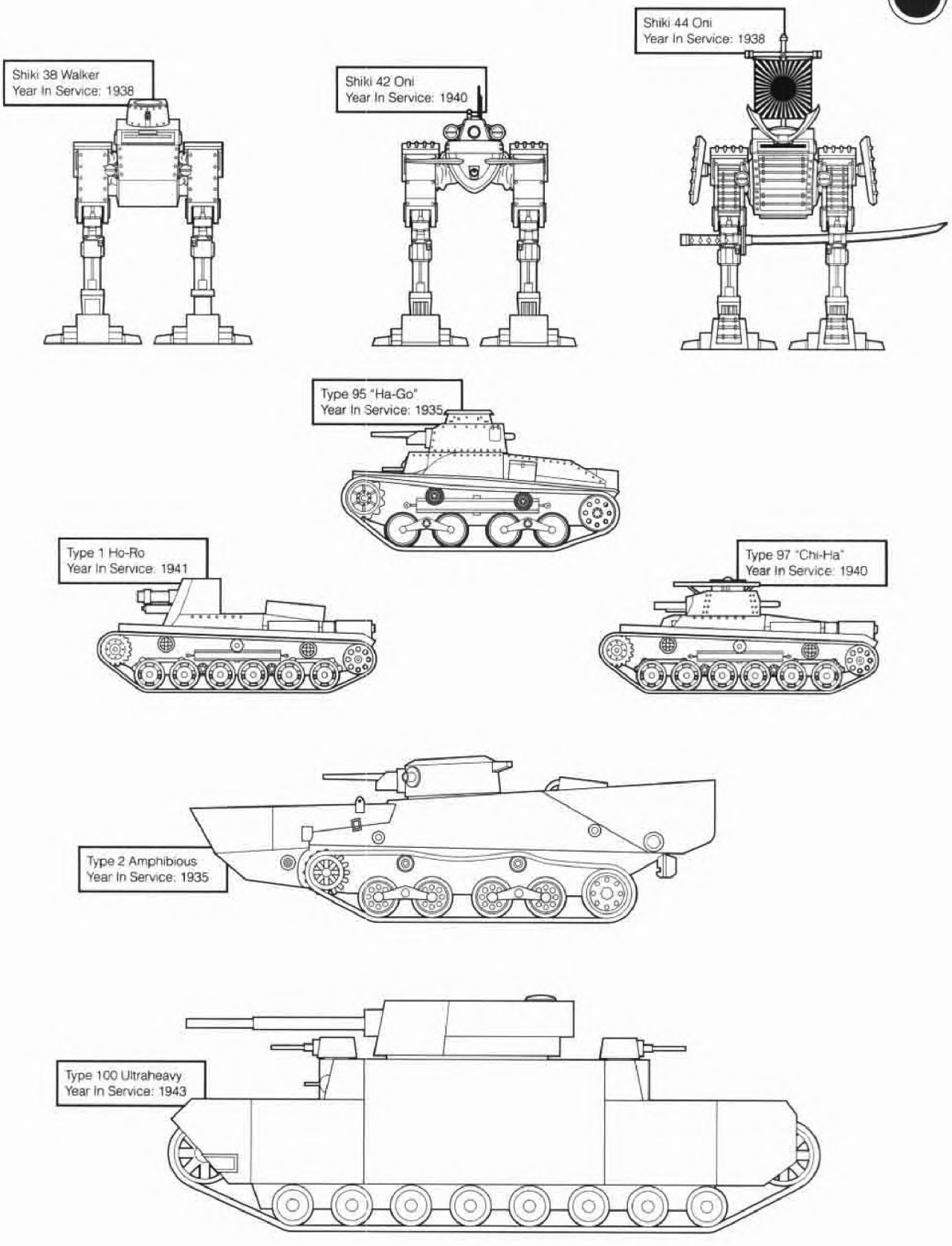
German Vehicle Recognition Chart



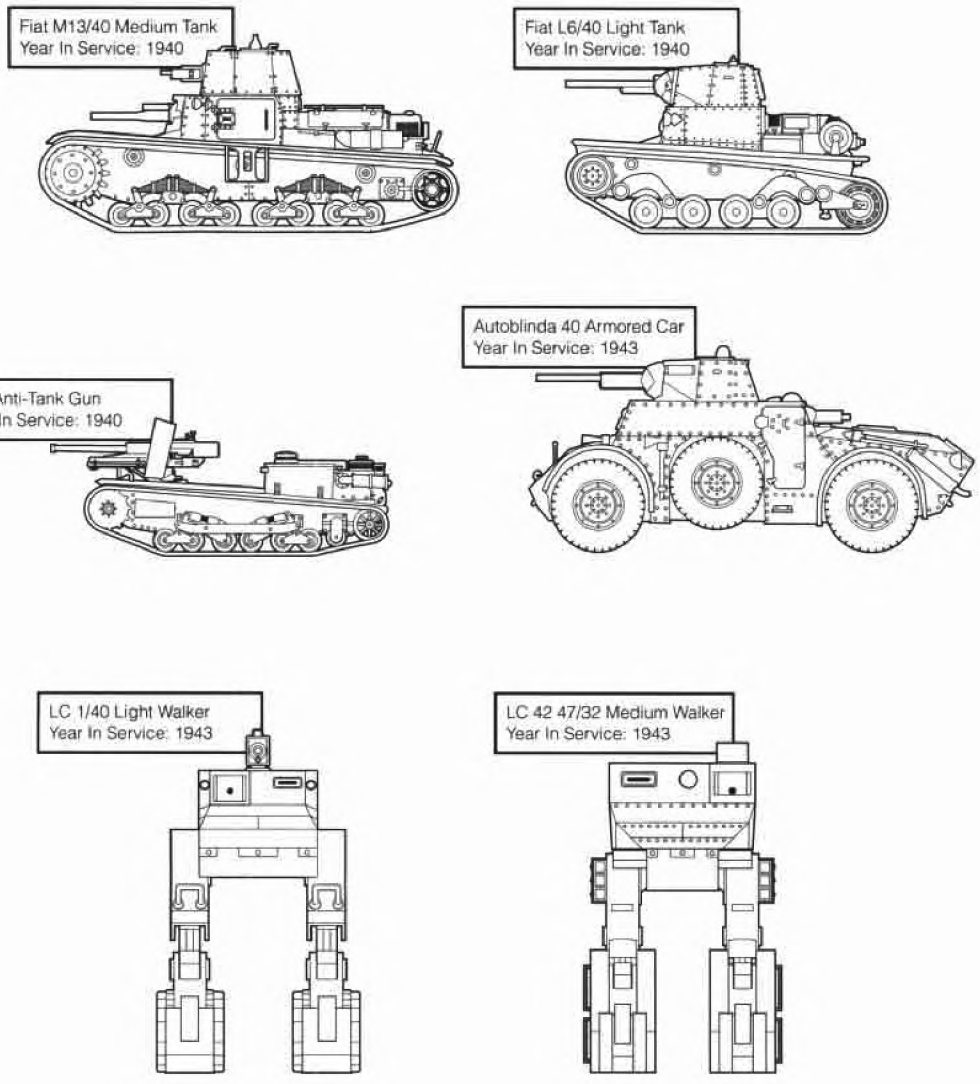
German Vehicle Recognition Chart



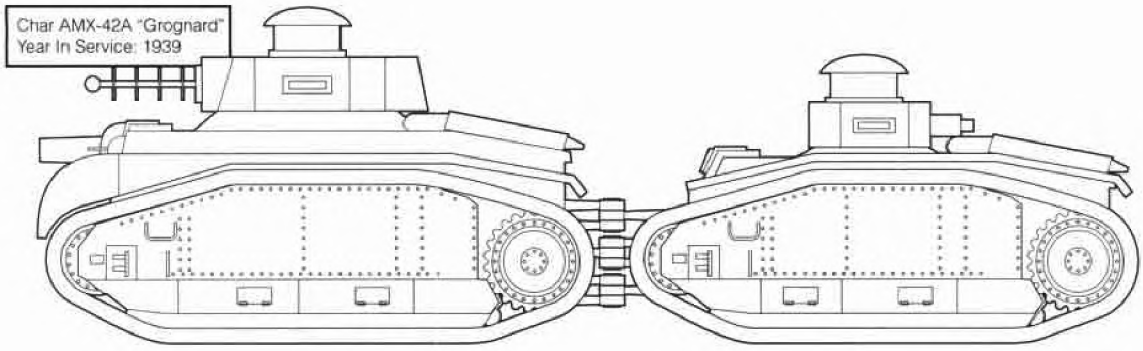
Japan Vehicle Recognition Chart



Italian Vehicle Recognition Chart



French Vehicle Recognition Chart



A

Anti-Aircraft Turret 67
Anti-Vehicle Turret 67
Area Defense Turret 67
Artillery Rocket, Modeling 29, 34
Availability, Historical 5

B

Bases 23
Bergepanzer Tigers 65
British Commonwealth 24

C

Cavalier 24
Cavalier Mk VIIIA-C 25
Cavalier Mk VIIID 25
Cavalier Mk VIIIE 25
Cavalier Mk VIIIF 25
Char B2 63
Chi-Ha, Type 97-S 64
Churchill Tesla 65
Color Schemes 16
Concussion Mortars 7

D

Donner 49
Donner Ausf E 52
Donner Ausf F 51
Donner Ausf G 52
Donner Ausf H 52
Donner Ausf J 52
Donner Ausf K 51
Donner Ausf L 53
Donner Ausf X 53

E

Early 28
Early M11A1-A3 30
Early M11A1E1 31
Early M11A2 31
Early M11A3E1 30
Early M11A3E2-E3 31
Early M11A4 30
Early M11A5 31
Electrokinetic Cannons 8
Engineering 4
Equipment, Vehicle 7

F

FlakKampfer I 41
FlakKampfer II 46
FlakKampfer III 51
FlakKampfer IV 56
FlakKampfer VII 57

G

Germany 38, 78-80
Guided Rockets 9

H

Heat Haze Generator 8
Historical Overview 6

I

Infantry 68-69
Italy 82

J

Japan 81
Jeep, Ambush 65

L

L-1/L-2 Lend-Lease Walkers 32
L-3/L-3A Lend-Lease Walkers 37
Laser Weaponry 9
Lend-Lease 32, 37
Loki 38
Loki Ausf A-C 41
Loki Ausf D 41
Loki Ausf E and E-X 42
Loki Ausf F "Meuchelmˆrder" 42
Loki Ausf G "Loki" 42
Loki X-series 43
Longstreet 33
Longstreet M12A1 35
Longstreet M12A15 37
Longstreet M12A1E1 37
Longstreet M12A2 35
Longstreet M12A5 35
Longstreet M12A6 35
Longstreet M12A8 35
Longstreet M12A8E1-E2 36
Lumberjack Mk I 36

M

Magnetic Cannons 8
Mathilda 63
Modeling 11
Modeling Infantry 68

N

Nahverteidgungswaffe 9

O

Options, Combat 12

P

PanzerbefehlsKampfer II 48
PanzerbefehlsKampfer III 51
PanzerbefehlsKampfer IV 56
PzKpfw IV Ausf X 64
PzKpfw V Ausf X 65
PzKpfw VI Ausf X 64

R

Recognition Chart 70-82
Rolling Mode 24, 26, 50, 55
Roundhead 26
Roundhead Mk XIIA-B 27
Roundhead Mk XIIC 27
Roundhead Mk XIID-E 27
Roundhead Mk XIIF 27

S

Scattering Fields 8
Sherman 63
Sonic Projectors 8
Soviet Russia 59, 75-77
Supertank 59-61

T

T34/76A 64
T-44 Nikolai Lenin 61
T-44-10 Nikolai Lenin 61
T-44-30 Nikolai Lenin 61
T-45 Nikolai Tesla 'Troll' 61
Table: Allied Weapons 10
Table: Axis Weapons 10
Table: Combat Options 14
Table: Generic Weapons 10
Table: Weapon Cost Mod. 9
Tables: TV References 14-15
Templates, Gun 50
Templates, T-45 60
Troll 61
Turrets, Ground 66

U

Uller 54
Uller Ausf A 56
Uller Ausf B/B2 57
Uller Ausf C 57
Uller Ausf D 58
Uller Ausf E 58
Uller Ausf G 57
Uller Ausf M 56
Uller Ausf X 58
United Kingdom 70-71
United States 28, 72-74

V

Valkurie 44
Valkurie Ausf A-C 46
Valkurie Ausf D 47
Valkurie Ausf E/E2/E-X 47
Valkurie Ausf F 47
Valkurie Ausf G 48
Valkurie Ausf H 48

W

Walrus MrK III Ausf A 43
Warped Hull, Fixing a 54
Weapons 7, 10

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