

# FORMATION OF A GERMAN ARMY

A German Army is built from a number of regiments. Each regiment must include a specific combination of units, as listed below. Each type of unit has a minimum and maximum quantity which can be included in the regiment. The scenario (or agreement between players) will determine how many Force Points you may spend to purchase regiments. You must pay the cost for all units in the regiment.

## INFANTRY REGIMENT

**Required Units:** 1 HQ, 6 Rifle Companies, 2 Machineguns, 2 81-mm Mortars, 1 Vehicle

Unit Quantities:

- 1 HQ
- 2 - 3 Infantry Battalions, each including 5 - 9 Infantry units from this list:
  - 3 - 7 Rifle Companies
  - 1 - 4 Machineguns
  - 1 - 2 81-mm Mortars
  - 0 - 1 Sturmpanzer
- 0 - 1 Anti-tank Team
- 0 - 1 Medical Team
- 0 - 1 Reconnaissance Team
- 0 - 2 Artillery Units
- 1 - 6 Vehicle Units
- 0 - 2 Armored Vehicle Units
- 0 - 1 Light Tank Unit

An Infantry Regiment cannot include paratroops.

## ANTI-AIRCRAFT BATTALION

**Required Units:** 2 Artillery, 1 Vehicle

A German Army cannot include more Anti-Aircraft Battalions than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 0 - 4 Artillery Units
  - No more than 2 of the same type of Unit
- 0 - 4 Vehicle Units

## ARTILLERY REGIMENT

**Required Units:** 2 Artillery, 2 Vehicles

A German Army cannot include more Artillery Regiments than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 2 - 3 Artillery Units
- 2 - 4 Vehicle Units

## TANK BATTALION

**Required Units:** 4 Pz. III or 4 Pz. 38 (t) Units, 1 Pz. IV Unit, 1 Vehicle Unit.

Unit Quantities:

- 0 - 1 HQ
- 0 - 3 Armored Vehicle Units
- 2 Medium Tank Companies, each including:
  - 2 - 3 Pz. III or 2 - 3 Pz. 38 (t)
  - 0 - 1 Pz. II
  - 0 - 1 Pz. III
- 1 Heavy Tank Company, including:
  - 1 - 2 Pz. IV
  - 0 - 1 Pz. III
  - 0 - 1 Pz. II
- 1 - 4 Vehicle Units
- 0 - 2 Artillery Units
- 0 - 2 Light Tank Units

## MOTORIZED REGIMENT

**Required Units:** 1 HQ, 2 Motorcycles, 4 Rifle Companies, 4 Machineguns, 3 Armored Vehicles, 1 Vehicle

Unit Quantities:

- 1 HQ
- 2 - 3 Infantry Battalions, each including 4 - 8 Infantry units from this list:
  - 2 - 6 Rifle Companies
  - 2 - 3 Machineguns
  - 0 - 1 81-mm Mortars
  - 0 - 2 Sturmpanzer
- 0 - 1 Medical Team
- 0 - 1 Reconnaissance Team
- 2 - 4 Motorcycles
- 1 - 3 Vehicle Units
- 3 - 5 Armored Vehicle Units
- 0 - 2 Light Tank Units

## SUPPORT UNITS

For every 300 Force Points spent on regular Regiments, the German Army can also purchase up to 200 Force Points of Units from this list.

No more than 2 of each specific type of unit can be included.

- 0 - 5 Combat Aircraft
- 0 - 2 HQ
- 0 - 6 Infantry Units
- 0 - 6 Artillery Units
- 0 - 2 Light Tank Units
- 0 - 2 Medium Tank Units
- 0 - 4 Vehicle Units
- 0 - 2 Armored Vehicle Units
- 0 - 2 Trains

## ANTI-TANK BATTALION

**Required Units:** 1 Artillery

A German Army cannot include more Anti-Tank Battalions than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 1 - 3 Artillery Units
- 0 - 3 Vehicle Units