

# FOCUSED FIREPOWER

A WWII Wargame for Heroes

## German Vehicles

# German Vehicles

<b>Pz.Kpfw.I Ausf A/B (Panzer I)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Light Tank	Tracked Vehicle, Tank
In Service	Ausf.A From July 1934 Ausf.B From August 1935	
Numbers in Service	Sufficient	
Crew	2	Needs 2 Infantry Crew
Speed (Road)	40kph	Speed 5
Weaponry	Dual 7.92mm MG 34 (Turret)	
Armour		
Hull (Front/Side/Rear/Top)	13/13/13/6mm	Armour Class 1/1/1/1
Turret (Front/Side/Rear/Top)	15/13/13/8mm	Armour Class 2/1/1/1
Special Rules:		
Experienced Crew		
Options:		

<b>Pz.Kpfw.II Ausf.A-F (Panzer II)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Light Tank	Tracked Vehicle, Tank
In Service	Ausf.A-C From June 1937 Ausf.D/E From August 1939 Ausf.F From March 1941	
Numbers in Service	Sufficient	
Crew	3	Needs 3 Infantry Crew
Speed (Road)	42kph Ausf.A-C 55kph Ausf.D-E 40kph Ausf.F	Speed 5 Speed 6 Speed 5
Weaponry	20mm Kw.K. 30 L/55 (Turret) 7.92mm MG 34 (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	14.5/14.5/14.5/10mm Ausf.A-C 30/14.5/14.5/10mm Ausf.D-E 35/20/15/15mm Ausf.F	Armour Class 1/1/1/1 Armour Class 3/1/1/1 Armour Class 4/2/2/2
Turret (Front/Side/Rear/Top)	30/14.5/14.5/10mm Ausf.A-C 16/14.5/14.5/10mm Ausf.D-E 30/15/15/10mm Ausf.F	Armour Class 3/1/1/1 Armour Class 2/1/1/1 Armour Class 3/2/2/1
Special Rules:		
Experienced Crew		
Options:		

# German Vehicles

<b>Pz.Kpfw.III Ausf.A/D/F (Panzer III)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle, Tank
In Service	Ausf.A from May 1937 Ausf.D from January 1938 Ausf.F from September 1939	
Numbers in Service	Sufficient	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	35kph - Ausf.A 40kph - Ausf.D/F	Speed 4 Speed 5
Weaponry	37mm Kw.K. 36 L/46.5 (Turret) 2x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	15/15/15/10mm Ausf.A/D 30/30/21/17mm Ausf.F	Armour Class 2/2/2/1 Armour Class 3/3/2/2
Turret (Front/Side/Rear/Top)	15/15/15/10mm Ausf.A/D 30/30/30/12mm Ausf.F	Armour Class 2/2/2/1 Armour Class 3/3/3/1
Special Rules:		
Experienced Crew		
Options:		

<b>Pz.Kpfw.III Ausf.H/J/J1/L/M/N (Panzer III)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle
In Service	Ausf.H from October 1940 Ausf.J from March 1941 Ausf.J1 from December 1941 Ausf.L from June 1942 Ausf.M from October 1942 Ausf.N from June 1942	
Numbers in Service	Sufficient	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	40kph Ausf.H/J/J1/L/M/N	Speed 5
Weaponry	50mm Kw.K. 38 L/42 (Turret) - Ausf.H/J 50mm Kw.K. 39 L/60 (Turret) - Ausf.J1/L/M 75mm Kw.K. 37 L/24 (Turret) - Ausf.N 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	30+30/30/30+30/17mm Ausf.H 50/30/50/17mm Ausf.J 50/30/50/18mm Ausf.L/M/N	Armour Class 6/3/6/2 Armour Class 5/3/5/2 Armour Class 5/3/5/2
Turret (Front/Side/Rear/Top)	37/30/30/10mm Ausf.H 50/30/30/10mm Ausf.J 70/30/30/10mm Ausf.L/M/N	Armour Class 4/3/3/1 Armour Class 5/3/3/1 Armour Class 7/3/3/1
Special Rules:		
Experienced Crew		
Options:		

# German Vehicles

<b>Pz.Kpfw.IV Ausf.A/C/D/E/F(Panzer IV)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle, Tank
In Service	Ausf.A from October 1937 Ausf.C from October 1938 Ausf.D from October 1939 Ausf.E from September 1940 Ausf.F from April 1941	
Numbers in Service	Restricted Until 1941	Max 1 per Section Until 1941
Crew	5	Needs 5 Infantry Crew
Speed (Road)	31kph - Ausf.A 42kph - Ausf.C/D/E/F	Speed 4 Speed 5
Weaponry	75mm Kw.K. 37 L/24 (Turret) 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	15/15/15/12mm - Ausf.A 30/15/15/12mm - Ausf.C 30/20/20/12mm - Ausf.D 60/40/20/12mm - Ausf.E 50/30/20/12mm - Ausf.F	Armour Class 2/2/2/1 Armour Class 3/2/2/1 Armour Class 3/2/2/1 Armour Class 6/4/2/1 Armour Class 5/3/2/1
Turret (Front/Side/Rear/Top)	15/15/15/10mm - Ausf.A 30/15/15/10mm - Ausf.C 35/20/20/10mm - Ausf.D/E 50/30/30/10mm - Ausf.F	Armour Class 2/2/2/1 Armour Class 3/2/2/1 Armour Class 4/2/2/1 Armour Class 5/3/3/1
Special Rules:		
Experienced Crew Stable Firing Platform		
Options:		
<ul style="list-style-type: none"> <li>• May be equipped with Side Skirts for 10pts</li> </ul>		

<b>Pz.Kpfw.IV Ausf.F2/G/H/J (Panzer IV)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle, Tank
In Service	Ausf.F2 from April 1941 Ausf.G from May 1942 Ausf.H from April 1943 Ausf.J from June 1944	
Numbers in Service	Sufficient	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	40kph - Ausf.F2/G 38kph - Ausf.H/J	Speed 5 Speed 4
Weaponry	75mm Kw.K.40 L/43 (Turret) - Ausf.F2/G 75mm Kw.K.40 L/48 (Turret) - Ausf.H/J 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	50/30/20/12mm - Ausf.F2 80/30/20/12mm - Ausf.G/H/J	Armour Class 5/3/2/1 Armour Class 8/3/2/1
Turret (Front/Side/Rear/Top)	50/30/30/10mm - Ausf.F2/G 50/30/30/15mm - Ausf.H 50/30/30/26mm - Ausf.J	Armour Class 5/3/3/1 Armour Class 5/3/3/2 Armour Class 5/3/3/3
Special Rules:		
Experienced Crew		
Options:		
<ul style="list-style-type: none"> <li>• May be equipped with Side Skirts for 10pts</li> </ul>		

# German Vehicles

<b>Pz.Kpfw.V Ausf.D/A/G (Panther)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle, Tank
In Service	Ausf.D (A1) from January 1943 Ausf.A (A2) from August 1943 Ausf.G from March 1944	
Numbers in Service	Sufficient	Limited to 1 Section in 1945
Crew	5	Needs 5 Infantry Crew
Speed (Road)	55kph - Ausf.D 46kph - Ausf.A/G	Speed 6 Speed 5
Weaponry	75mm Kw.K.42 L/70 (Turret) 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral) 92mm Smoke Grenade Launcher 1x 7.92mm MG 34 (AA Mount) - Ausf.G	
Armour		
Hull (Front/Side/Rear/Top)	80/40/40/16mm - Ausf.D/A 80/50/40/16mm - Ausf.G	Armour Class 8/4/4/2 Armour Class 8/5/4/2
Turret (Front/Side/Rear/Top)	100/45/45/16mm - Ausf.D 110/45/45/16mm - Ausf.A/G	Armour Class 10/5/5/2 Armour Class 11/5/5/2
Special Rules:		
Experienced Crew Improved Sights Sloped Armour (Front, Side)		
Options:		
<ul style="list-style-type: none"> <li>From mid 1944 may be equipped with Side Skirts for 10pts</li> </ul>		

# German Vehicles

<b>Pz.Kpfw.VI Tiger Ausf.E (Tiger I)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Heavy Tank	Tracked Vehicle, Tank
In Service	From August 1942	
Numbers in Service	Restricted Until 1944	Max 1 Until 1944
Crew	5	Needs 5 Infantry Crew
Speed (Road)	38km/h	Speed 4
Weaponry	88mm Kw.K.36 L/56 (Turret) 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	100/80/80/25mm	Armour Class 10/8/8/3
Turret (Front/Side/Rear/Top)	120/80/80/25mm	Armour Class 12/8/8/3
Special Rules:		
Experienced Crew Prone to Breakdown Heavy Armour		
Options:		
<ul style="list-style-type: none"> <li>From late 1944 may have Improved Sights for 15pts</li> </ul>		

<b>Pz.Kpfw.VI Tiger Ausf.B (King Tiger)</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Heavy Tank	Tracked Vehicle, Tank
In Service	From May 1944	
Numbers in Service	Restricted	Max 1
Crew	5	Needs 5 Infantry Crew
Speed (Road)	38kph	Speed 4
Weaponry	88mm Kw.K.43 L/71 (Turret) 1x 7.92mm MG 34 (Coaxial) 1x 7.92mm MG 34 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	150/80/80/40mm	Armour Class 15/8/8/4
Turret (Front/Side/Rear/Top)	180/80/80/40mm	Armour Class 18/8/8/4
Special Rules:		
Experienced Crew Prone to Breakdown Heavy Armour Sloped Armour (Front, Side)		
Options:		

# German Vehicles

<b>StuG.III Ausf.G</b>		<b>Pts: 215</b>
	Technical Data	Gaming Data
Unit Type	Self-Propelled Gun	Tracked Vehicle, Tank
In Service	42-45	
Numbers in Service	Limited in '42	Max of 1 section allowed in 1942
Crew	4	Needs 4 Infantry Crew
Speed (Road)	40km/h	Speed 4
Weaponry	1 x 75mm Stu.K40 (Integral) 1 x MG34 HMG (AA Mount) 1 x MG34 HMG (Integral) 1 x MG34 HMG (Coaxial)	From 1944 From 1944
Armour		
Hull (Front/Side/Rear/Top)	65/30/30/10mm 80/45/45/10mm	Armour Class 7/3/3/1 Armour Class 8/5/5/1 From 1944 for 10pts
Special Rules:		
Experienced Crew Material Reduction Low Silhouette		
Options:		
<ul style="list-style-type: none"> <li>• AA Mounted MG34 may be Remotely Controlled for 65pts</li> <li>• May be equipped with Side Skirts for 10pts</li> </ul>		

# German Vehicles

<b>Opel Blitz</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Truck	Wheeled Vehicle, Soft Sided
In Service	39-45	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	48km/h	Speed 5
Weaponry	None	
Armour		
Hull (Front/Side/Rear/Top)	5/5/5/0mm	Armour Class 1/1/1/0
Special Rules:		
Transport Vehicle (16)		
Options:		

<b>Kubelwagen</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Light Utility Vehicle	Wheeled Vehicle, Open
In Service	39-45	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	68km/h	Speed 7
Weaponry	None	
Armour		
Hull (Front/Side/Rear/Top)	5/5/5/0mm	Armour Class 1/1/1/0
Special Rules:		
Transport Vehicle (5) Low Silhouette		
Options:		
<ul style="list-style-type: none"> <li>• May be equipped with an MG34 LMG (AA Capable) for 20pts</li> </ul>		

<b>Sd.Kfz.222</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Armoured Car	Wheeled Vehicle, Hard Sided
In Service	39-45	
Numbers in Service	Sufficient	
Crew	3	Needs 3 Infantry Crew
Speed (Road)	87km/h	Speed 9
Weaponry	1x KwK30 20mm Auto-Cannon 1x MG34 HMG	
Armour		
Hull (Front/Side/Rear/Top)	12/12/12/0mm	Armour Class 1/1/1/0
Turret (Front/Side/Rear/Top)		
Special Rules:		
Recon Vehicle		
Options:		



# German Vehicles

<b>Sd.Kfz.251</b>		<b>Pts:</b>
	Technical Data	Gaming Data
Unit Type	Half-Track	Wheeled Vehicle, Hard Sided
In Service	39-45	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	60km/h	Speed 6
Weaponry	1x MG34 HMG (AA Capable) 1x MG34 HMG (AA Capable)	Front and Side Facing Rear and Side Facing
Armour		
Hull (Front/Side/Rear/Top)	15/15/8/0mm	Armour Class 2/2/1/0
Special Rules:		
High Mobility Transport Vehicle (15) Standard Vehicle Radio		
Options:		