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**VOLKSSTURM PLATOON 1944-45**

The Volkssturm was a national militia conscripted by the Nazi Party in late 1944 in a last desperate attempt to hold back the invading allied forces despite overwhelming odds.

Uniforms, weapons and equipment were all in short supply. Many of the poorly trained, elderly and infirm conscripts wore work or civilian clothes and used their own rucksacks and other equipment. There was no real standardisation and units were equipped with whatever armaments were available, much of it obsolete, improvised or captured earlier in the war. Weapon and tactical training was minimal and much reliance was put on the anti-tank capabilities of the Panzerfaust.

**Troop Type: Green**

**Platoon Force Rating: -9**

**Command Dice: 4**

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| **PLATOON HEADQUARTERS** |
| Zugfuhrer, Senior Leader w. StG44 |
| **SQUADS ONE TO THREE** |
| Gruppenfuhrer, *Junior Leader* w. StG44, 2 x Faust30, 1 x Faust60 |
| **RIFLE SQUAD** |
| Nine Riflemen |

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| **SUPPORT LIST** |
| **LIST ONE** |
| Single compound charge or similar |
| Medical Orderly |
| Runner |
| Engineer Mine Clearance *Team*, 3 men |
| Engineer Wire Cutting *Team*, 3 men |
| Engineer Demolition *Team*, 3 men |
| Minefield (up to 2) |
| Barbed Wire (up to 4 sections, each 6” x 2”) |
| Roadblock (up to 2) |
| Entrenchments for one Squad (or two Teams) |
| Kubelwagen, Civilian Car or Lorry, no crew |
| Replace rifles with 4 x Semi-Automatic Rifles  |
| Replace rifles with 3 x SMG or Assault Rifles |
| Add obsolete/captured Magazine LMG to one Squad |
| Reorganise one Squad into two Fire Teams |
| Provide bicycles for one Squad or two Teams |
| **LIST TWO** |
| Inferior Senior Leader w. SMG/StG44 (max 1) |
| Add Belt-fed LMG (MG34/42) to one Squad |
| Add 3x Panzerfausts (2 x P30, 1 x P60) to one Squad |
| Add 2x Panzerfausts (2 x P100) to one Squad |
| Yellow Command Dice |
| Obsolete/captured AT Rifle Team, 2 men |
| Volkssturm PanzerJaeger Team, 4 men |
| Hitler Jugend Panzernacker Team, 4 boys |
| One Chain of Command Dice (max 1) |
| Pre-Game Barrage |
| **LIST THREE** |
| Green Volkssturm Squad w. Junior Leader (max 1) |
| Panzerschreck Team w. 2 crew (max 1) |
| Green Maxim/MG08-type MMG on tripod w. 5 crew |
| National Sozialisticher Fuhrungs-Offizier (NSFO) |
| Sniper *Team* |
| **LIST FOUR** |
| Regular Heer Infantry Squad w. Junior Leader |
| Green Volksgrenadier Sturm Squad w. Junior Leader |
| leIG 18 w. 5 crew and Junior Leader |
| Regular MG42 on tripod (MMG) w. 5 crew |
| Pak 38 ATG w. 5 crew and Junior Leader |
| Forward Observer w. 8cm Mortar Battery |
| **LIST FIVE** |
| Pak 40 ATG w. 5 crew and Junior Leader |
| Regular Panzergrenadier Squad w. Junior Leader |
| Regular Fallschirmjaeger Squad w. Junior Leader |
| **LIST SIX** |
| Sdkfz234/2 Puma |
| **LIST EIGHT** |
| Panzer IV G/H/J |
| StuG III G |
| Panzerjaeger 38t Hetzer |
| **LIST TEN** |
| Panzer V Panther D/A/G |

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| **NATIONAL CHARACTERISTICS** |
| As Green troops, the Force Morale dice roll will be with a -2 modifier.**LOCAL KNOWLEDGE**The Volkssturm platoon, being familiar with the locality in which they are fighting, starts the game with one Chain of Command Dice and may take a second using their Support Points. However, these dice may only be used to Interrupt, Ambush, Move a Sniper or Move a JOP. Chain of Command Dice gained by accumulating ‘5’s in the course of the game may be used for any reason as normal.Despite being rated as Green troops, that local knowledge also allows the Volkssturm to deploy up to 9” from any friendly JOP, or 18” if conducting an Ambush using a CoC dice. Men with bicycles add a further 3” to these distances whether or not they deploy mounted or dismounted (see below).**UNFIT FOR COMBAT**Given their average age and general infirmity, Volkssturm units suffer two Shock instead of the usual one when moving ‘at the double’. Furthermore, they suffer a penalty of -2D6 when in Close Combat, in addition to any other quality modifiers. |
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**Support Options**

Most of the support options on the list will be self‐explanatory and their qualities covered by the National Arsenal Table.

**Platoon Upgrades**

To avoid any unnecessary delays, it is probably best to apply any upgrades (those printed in red) to the core platoon in advance and recalculate its Force rating using the CoCulator. Then use the adjusted Rating to determine any additional support available once the scenario has been chosen.

Most weapon upgrades to the core platoon must be selected using available Support Points as listed. Unless specified, the weapons come without crew and replace the rifles already issued.

 Semi-Automatic Rifles include the G41/43 and K43. SMG represents any type of appropriate weapon, including the VG45 and MP38/40/3008. Assault Rifles include the StG44/MP33/MP44 The obsolete magazine-fed LMG represents all manner of older or captured weaponry, fires with 6D6 and requires two crew. The belt-fed LMG fires with 8D6 and requires 3 crew.

The Volkssturm are poorly trained in both weapon handling and tactics, though many are veterans of the

Great War. Most platoons are therefore organized as single Squads but there is the option to upgrade better trained Squads using Support points and divide them into separate fire teams along the same lines as a regular platoon.

**Runner**

The Runner has the same effect as an Adjutant, but every time he is used, roll 1D6. On a roll of 1-2 the unit deploys but the Runner has been killed or lost his way on route and cannot be used again. If under a Pre-Game Barrage, this increases to 1-3 and the unit does not deploy unless 4-6 is rolled. No more than two Runners can be taken.

**Road Blocks and Entrenchments**

Given their defensive role, the Volkssturm are allowed to place more road blocks and select entrenchments at lower cost than most other platoons.

**Bicycles**

Volkssturm with bicycles may deploy onto the table either mounted or on foot, adding 3” to the distance they may deploy from the JOP.

Troops on bicycles add 1D6” to all normal movement when mounted, but may only move mounted across open terrain or hard ground. Troops on bicycles cannot move ‘at the double’ in the first phase of movement from being stationary. Troops dismounting from bicycles may do so at no penalty. They may never move tactically while mounted or when pushing their cycles through poor terrain – they must first dismount and abandon their bicycles.

Troops on bicycles may never fire while mounted. If engaged in close combat they count as being hit in the rear and will not gain any advantage for SMGs or LMGs in the first phase of combat. After this they will automatically dismount.

**Inferior Senior Leader**

The Inferior Senior Leader represents a grizzled veteran NCO or similar, badly wounded, invalided out of the army but now drafted into the Volkssturm to assist the Zugfuhrer. The ISL is activated on a ‘4’, begins the game with two, rather than three, command initiatives but in all other respects is treated as a Senior Leader.

**Yellow Command Dice**

Better trained and led Volkssturm platoons may take a 5th, Yellow (or any other contrasting colour), Command Dice as a Support option, regardless of how

many support units they have selected. This command

dice is rolled with his normal Command Dice in every phase, treating results of 1-4 as normal but ignoring any rolls of 5-6.The Yellow Command Dice will be the first to be lost when Force Morale falls to a certain level (usually 4).

**National Sozialisticher Fuhrungs-Offizier**

A die-hard local party activist or similar official, who is fanatically determined to ensure that the Fatherland and Fuhrer is defended to the last bullet and not a centimetre of ground is surrendered to the Bolsheviks. The NSFO may be activated on a Command Dice roll of 5. If activated, the player cannot use that dice to increase his CoC tally by one.

When activated, the NSFO moves as normal. If attached to a squad, he may move with that squad without being activated himself. He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A NSFO does not activate units, fire or crew weapons.

In the desperate struggle to save the Thousand Year Reich, it is sometimes necessary to make an example of traitors and defeatists in order to keep up morale amongst the men. The NSFO may, when activated, remove 1D6 Shock from a single Team or Squad by shooting dead one man in the unit to which he is attached. Roll 1D6 to determine how many points are immediately removed. On a roll of ‘6’ the man shot will be the Squad/Section leader.

**Volkssturm Panzerjaeger Team**

This is the normal tank hunter team described in section 9.3.4 (p.42), composed of four men equipped with three compound charges, three smoke grenades and one obsolete LMG (6D6, 2 crew). The idea was that the LMG cleared any supporting infantry, one man throws a smoke grenade to blind the tank while the fourth attaches a charge. Good luck!

**Green Volksgrenadier Sturm Squad**

Composed of 1 Obergefreiter (Junior Leader) with SMG or StG44, 7 men with StG44 Assault Rifles plus 1 x PF60 and 1 x PF100. The Sturm Squad may only be

taken when the Volkssturm platoon is the Attacker in any scenario.

**Hitler Jugend Panzerknacker Team**

These  young  lads  are  adapt  at  stalking enemy tanks. The four boys each carry one PF60. They may deploy normally onto the table within 12” of any friendly JOP (18” if deployed as an Ambush using a CoC Dice) to reflect their superior knowledge of the local terrain. If the team is broken or wiped out, there is a +1 modifier to the German BTH dice roll.

**Additional Infantry Support**

A maximum of any one Regular Squad (Heer, Panzergrenadier or Fallschirmjaeger) may be chosen to support the Volkssturm platoon.

**Additional Armour Support**

The most readily available options are listed above. However, given the confusion of the time, almost anything might turn up on the battlefield. The Volkssturm may therefore, within reason, select any alternative armoured support unit usually available to another German list (Eastern or Western European theatres 1939-45 and including appropriate Beutepanzer – “booty tanks”). This also applies to any other Guns, Support Weapons etc. listed in the Consolidated Arsenal.

A maximum of two such Support units may be taken, and each costs +1 point more than its listing in the Consolidated Arsenal if usually listed at 5 points or less, +2 points more if listed at 6 points or more and +3 points more if listed at 10 points or more.

Any armoured vehicle or other weapon selected in this way is considered unreliable – it breaks down if two or more 1’s are rolled for movement. Furthermore, a single differently coloured dice is rolled whenever it fires its main weapon, with a ‘1’ signifying it has just fired its final round for that weapon.

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| **NATIONAL ARSENAL TABLE** |
| **ARMOURED VEHICLES** |
| **VEHICLE** | **ARMOUR** | **A.P.** | **H.E.** | **SPEED** | **NOTES** |
| Panzer IV G Late/H/J | 7 | 9 | 5 | Average | J: Slow Turret |
| StuG III G | 7 | 9 | 5 | Average |  |
| Panzerjaeger 38t Hetzer | 7 | 9 | 5 | Average |  |
| Panzer V Panther D/A/G | 7/9/8 | 12 | 5 | Fast |  |
| **SCOUT & ARMOURED CARS** |
| Sdkfz234/2 Puma | 4 | 7 | 3 | Wheeled |  |
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| **ANTI TANK & INFANTRY GUNS** |
| **ANTI TANK WEAPON** | **A.P.** | **H.E.** |
| Pak 38 50mm | 7 | 3 |
| Pak 40 75mm | 9 | 5 |
| leIG. 18 | 4 | 6 |
| **INFANTRY ANTI TANK WEAPONS** |
| **WEAPON** | **0-6”** | **6-9”** | **9-18”** | **18-24”** | **24-48”** | **H.E.** |
| Obsolete AT Rifle | 3 | 3 | 3 | 3 | 3 | 1 |
| Panzerfaust 30 | 11 | 11 |  |  |  | 2 |
| Panzerfaust 60 | 11 | 11 | 11 |  |  | 2 |
| Panzerfaust 100 | 11 | 11 | 11 | 11 |  | 2 |
| Panzerschreck | 13 | 13 | 13 | 13 | 13 | 2 |
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