



# Angriff!

## Update and Addendum for First Edition

Keith Stine and Chalfant Conley

### Introduction:

**Intent:** This free pdf addendum is being made available to help owners of the previous edition of Angriff! The following entries are some of the changes and additions made. There are not that many, and not everything is specifically covered here, but enough is that players will not have to purchase a new copy of Angriff! On the other hand, we won't mind if you buy a new one anyway!

### Infantry: Panzerfaust

**One Shot Weapons:** No matter what, remember that Panzerfausts are one shot weapons. You must pay the points for each one a unit purchases, and once one is used, it is gone whether it hit or not.

### Infantry: Volkssturm List

**Volkssturm (Old men and Boys):** Note: this list is provided for historical accuracy and is not an endorsement per se of wargaming with these units. We are aware of the controversial nature of this subject.

By the end of the war, particularly in the shattered city of Berlin, German citizens as well as conquered peoples were called up or forced to fight for the Reich against the advancing allied armies. These units carried all manner of weapons and a bare minimum of equipment. Some used old hunting rifles or stocks of WWI weapons, while others were handed a Panzerfaust, given a quick lesson in anti-tank warfare (if they were lucky) and sent, often with a pistol to their back, against the enemy. Players may choose to form up to 10 man units of militia for their games. This is a sort of a non-politically correct (if historically accurate) rule. Not for the feint of heart! These are the "Old men and Boys" the allies always confused with Volksgrenadiers.

Volkssturm units could be lead by any of the late war Platoon commands from this book to represent the fact that militia were often commanded or assigned to an army unit. A Volkssturm unit may contain any of the below combinations of men, but must be lead by the Militia leader in the list. A "platoon" of Volkssturm is made up of 1-4 squads of Volkssturm. They may be supported by 1-2 support units from any of the late war lists in this book.

**Hitler Youth Units:** A Volkssturm squad that is made up *entirely* of Hitler youth has a higher Gut score than the leader of the unit. The Militia Leader's Gut score is used for all Gut checks as long as he is alive. However, the presence of the fanatical Hitler Youth gives the unit a second chance at passing a failed Gut check. If the *first* Gut check one of these units takes during an Activation fails, the player may decide to re-roll the Gut check using the Hitler Youth Gut score. If this check passes, the unit is not pinned. If this second Gut check also fails, the unit is taken off the board completely as the unit cohesion is lost and the boys scatter off the battlefield or are killed. Remember, a 10 always fails. This represents the fanatical, if undirected, efforts of fighting Hitler Youth. Use the following stats for the men in the unit:

Volkssturm Stats				
Walking Wounded, Elderly, infirm, Hitler Youth.				
Soldier	ACC	CC	Guts	Points per model
Militiaman	5	6	5	8
Walking Wounded	5	5	6	10
Elderly	4	4	5	5
Infirm	4	5	5	5
Hitler Youth	4	5	11*	12

\*Only if part of an **all** Hitler Youth Volkssturm unit led by a Militia Leader. Otherwise, use a Gut score of 5.

Volkssturm Squad				
Volkssturm: Militia units called up to fight the last ditch battles against the allies.				
Soldier	ACC	CC	Guts	Weapon Points: 5+ men/upgrades
Militia Leader	5	6	9	Luger
Militiaman (x9)	x	x	x	Rifle
Upgrade Militia Leader to MP-40				+5
Upgrade single Militiaman to MG-34				+40
The Volkssturm unit must fight as a single unit.				

## Artillery: 8.8cm Guns

**Stratify the 8.8cm Guns:** The previous edition of Angriff! treated all 8.8cm artillery the same. The following entries split the guns into three distinct artillery pieces.

8.8cm FlaK 18/36/37, Heavy AA/AT Dual Purpose Gun											Early Points	88	Late Points	97
Assigned Crew Size: 6											(Minimum Crew needed to operate: 2)			
Commander	4 pistols, 2 rifles													
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special						
4 Gun Crew	8.8cm FlaK	AA/AT	60"	1	3	-2	+1	AA: 4						
Features											Main Gun Penetration			
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+			
-	Early L56	22	44	66	88	110	132	154	176	198	220			
-	Late L56	26	52	78	104	130	156	182	208	234	260			

**Note:** this AA/AT may not move and fire. It may not fire Indirectly. Apply all modifiers as normal.

8.8cm FlaK 41, Heavy AA/AT Dual Purpose Gun											Early Points	101	Late Points	110
Assigned Crew Size: 6											(Minimum Crew needed to operate: 2)			
Commander	4 pistols, 2 rifles													
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special						
4 Gun Crew	8.8cm FlaK	AA/AT	60"	1	3	-2	+1	AA: 4						
Features											Main Gun Penetration			
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+			
-	Early L74	28	55	83	110	138	165	193	220	248	275			
-	Late L74	32	64	96	128	160	192	224	256	288	320			

**Note:** this AA/AT may not move and fire. It may not fire Indirectly. Apply all modifiers as normal.

8.8cm PaK 43, Heavy AT Gun											Early Points	101	Late Points	110
Assigned Crew Size: 6											(Minimum Crew needed to operate: 2)			
Commander	4 pistols, 2 rifles													
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special						
4 Gun Crew	8.8cm PaK	AT	60"	1	3	-2	+1	-						
Features											Main Gun Penetration			
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+			
-	Early L71	28	55	83	110	138	165	193	220	248	275			
-	Late L71	32	64	96	128	160	192	224	256	288	320			

**Note:** this AT may not move and fire. It may not fire Indirectly. Apply all modifiers as normal.

## Vehicles: Correction

**Main Gun Penetration for the PzKmpf VI Tiger I E:** Though the points values, and speed and armor, are correct, the calculation for the 8.8cm gun on the Tiger is incorrect. Use the following table for penetration

D10	<2	2	3	4	5	6	7	8	9	10+
Early L56	22	44	66	88	110	132	154	176	198	220
Late L56	26	52	78	104	130	156	182	208	234	260

## Vehicles: Additional Entries

Panzerbefehlswagen IB (Command Tank)											Points	25*	
Light Turretless Tank											Late 1935, Uncommon		DM: +1
Speed	Location	D10	Front	D10	Side	D10	Rear						
Slow	4" Track	1-2	20 AV	1-3	20 AV	1-2	20 AV						
Medium	8" Lower Hull	3-6	17 AV	4-6	13 AV	3-6	13 AV						
Fast	16" Upper Hull	7-9	18 AV	7-10	18 AV	7-10	15 AV						
Hull Crew		Mantle	10	18 AV	12 AV	-	-	8 AV					
Commander													
Driver	Weapon	Location	Range	ROF	AP	MM	DM	Special					
Radio Operator	HMG	Hull	48"	4	8	-3	-3	-					
Features											Main Gun Penetration		
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+		
Radio	HMG	1	3	4	5	7	8	9	10	12	13		

\*Note: Meets minimum points definition.

Neubaufahrzeug (Multiple Independent Turrets)							Points	78				
Medium Tank, Support Gun (+1 Acq/Fire vs Infantry and Artillery)							Late 1934, Rare	DM: +0				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	3"	Track	1-2	25 AV	1-3	25 AV	1-2	25 AV				
Medium	6"	Lower Hull	3-6	25 AV	4-6	13 AV	3-6	14 AV				
Fast	12"	Upper Hull	7	18 AV	7	16 AV	7	13 AV				
Main Turret Crew		7.5cm Turret	8-9	20 AV	8-9	13 AV	8-10	13 AV				
Commander		MG Turret	10	22 AV	10	13 AV	Top	13 AV				
2 Gunners		*MG Turret 1 Gunner each.										
MG Turret Crew*		Weapon	Location	Range	ROF	AP	MM	DM	Special			
Machinegunner		7.5cmL24	Turret	24"	1	2	-2	+0	Support			
Hull Crew		3.7cm PaK	Turret	60"	1	1	-1	-1	-			
Driver		MG13/MG34	Co-axial	48"	4	8	-2	-3	+1 Acq/Fire			
Features		MG13/MG34	Ind Turret	48"	4	8	-2	-3	-			
Advanced Sights		Main Gun Penetration										
Radio		D10	<2	2	3	4	5	6	7	8	9	10+
-		7.5cmL24	8	15	23	30	38	45	53	60	68	75
-		3.7cm PaK	7	14	21	28	35	42	49	56	63	70

**Note:** Though technically both the 3.7cm and MG34 are Co-Axial to the 7.5cm, only the MG34 confers a Co-Axial bonus. Dedicated Fire means all weapons must fire at the same target.

## Vehicles: Separating the PzKmpf I

**Split Entries:** Instead of using one entry for this vehicle type, use the old entry for the PzKmpf I B, and use the following entry for the PzKmpf I A.

PzKmpf I A							Points	25*				
Light Tank							Late 1934, Uncommon	DM: +1				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	4"	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV				
Medium	7"	Lower Hull	3-6	17 AV	4-6	13 AV	3-6	13 AV				
Fast	15"	Upper Hull	7	18 AV	7	18 AV	7	15 AV				
Turret Crew		Turret	8-9	14 AV	8-10	18 AV	8-10	18 AV				
Commander		Mantle	10	19 AV	-	-	Top	8 AV				
-												
Hull Crew		Weapon	Location	Range	ROF	AP	MM	DM	Special			
Driver		Twin MG34	Turret	48"	6	8	-4	-3	-			
Features		Main Gun Penetration										
Advanced Sights		D10	<2	2	3	4	5	6	7	8	9	10+
Radio		7.92mm	1	3	4	5	7	8	9	10	12	13

\*Note: meets minimum points definition.

## Vehicles: Separating the JgPz IV/70

**Split Entries:** Instead of using one entry for this vehicle type, use the old entry for the JgPz IV/70 (V), and use the following entry for the JgPz IV/70 (A).

JgPz IV/70 (A)							Points	466				
Medium Tank Destroyer							Late 1944, Uncommon	DM: +0				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	4"	Track	1-2	25 AV	1-3	25 AV*	1-2	25 AV				
Medium	7"	Lower Hull	3-6	101 AV	4-6	30 AV	3-6	27 AV				
Fast	14"	Upper Hull	7-9	128 AV	7-10	52 AV	7-10	36 AV				
Hull Crew		Mantle	10	130 AV	-	-	Top	15 AV				
Commander		*Armored Skirts if model has them, -1 DM to this location.										
Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special			
Driver		7.5cmL70	Main Gun	60"	1	2	-2	+0	-			
Loader		7.92 MG34/42	Pintle	48"	4/5	8	-2	-3	AA: (.20)			
Features		Main Gun Penetration										
Advanced Sights		D10	<2	2	3	4	5	6	7	8	9	10+
Radio		7.5L70	28	56	84	112	140	168	196	224	252	280

## Vehicles: Armored Skirts

**Vehicles with Armored Skirts:** Several vehicle entries now have an armored skirt option that previously did not. Rather than list them all, use some common sense. If the model you have on the table has armored skirts covering its tracks (or other location) then play it as such. It was pointed out to us, that there were a number of instances of German vehicles getting some kind of field installed or retro fit for these. There is no additional cost in points.

## Optional Rules: Vehicle Crew Modifications

**Panzer Crew Skills:** German players may decide to use the **Advanced Crew Options** from the main rulebook to create their own Panzer aces or superior crews (this list does contain some extra options over the main rules). You may mix and match these according to your scenario or with the agreement of your opponent on what options are available and how many per crew. These are not assigned a points value but are to be used at the discretion of the players.

### Über Panzer Crews:

**Über Commander:** +1 to Acquisition.

**Über Gunner option #1:** +1 to Firing Rolls.

**Über Gunner option #2:** +1 to Penetration Result Rolls after penetrating hits (Main Gun only).

**Über Gunner option #3:** +/- up to 2 on the D10 to hit roll to adjust a hit location.

**Über Driver:** May fire all weapons while moving up to 2", or move normal Slow speed plus 2" and still fire Main Gun OR all machine guns.

### Panzer Aces:

**Panzer Commander Ace #1:** Other tanks in the platoon may use the Commander's Gut score for all Gut checks.

**Panzer Commander Ace #2:** Adds +1 to Acquisition rolls.

**Panzer Gunner #1:** Automatic hit on any vehicle already Acquired and hit by that tank. If the tank loses Acquisition for any reason it must fire and hit again to receive this bonus.

**Panzer Driver Ace #1:** Turretless tanks do not suffer from the -1 Acquisition from turning.

**Panzer Driver Ace #2:** The vehicle does not suffer from any negative modifiers for movement.



Visit us at: [www.ironivangames.com](http://www.ironivangames.com)  
Join our Yahoo Group at: [IronIvan@Yahoogroups.com](mailto:IronIvan@Yahoogroups.com)