

15. Waffen-SS Panzer General



Among the highest scoring German Panzer units were units from the Waffen-SS. Those Waffen-SS Panzer units were led by some of the most experienced Waffen-SS Panzer Commanders. Their combat efficiency in both skills and equipment not only secured a high morale and a highly motivated group of Panzer Aces – it also had a massive impact on the number of destroyed enemy Tank units.

Attack: 4 (2 dice)

Defense: 5 (2 dice)

Move: 2

Cost: + 2

Maximum on game board: 1

Enter game from: Late 1942 (round 6)

A Waffen-SS Panzer Army Field Headquarter unit (usually led by a Waffen-SS Obergruppenführer (General) – for game play reasons, the unit is therefore named Waffen-SS Panzer General – abbreviated W~~FF~~PG) must be produced in Berlin (Germany).

W~~FF~~PG operates under Waffen-SS Panzer rules.

Exception:

A Waffen-SS Panzer General unit always uses 2 dice in attack and defense – even if it is not part of a Waffen-SS Panzer Army.

How to produce:

A Panzer General unit that is already in Berlin from a previous round can be upgraded to a Waffen-SS Panzer General unit – at an additional cost of 2 IPC. This procedure is the same as for other Waffen-SS units.

A W~~FF~~PG commands 3 Waffen-SS Panzer units. When a W~~FF~~PG is in command of 3 Waffen-SS units, the Waffen-SS Panzer Army is active.

Note 1:

Use the Waffen-SS Panzer Army Board and Marker to display the Army.

Note 2:

The basic rules concerning the Waffen-SS Panzer Army are identical to a Panzer Army, Soviet Army Corps and a German Waffen-SS Army concerning organizing, fighting, regrouping etc.

Note 3:

When a Waffen-SS Panzer Army is attacking or defending the W~~FF~~PG uses 2 dice and the 3 Waffen-SS Panzer units within this Army each uses 2 dice – in other words: the total number of dice roll is 8 for the entire Waffen-SS Panzer Army.

Important:

When a Panzer General unit is transformed to a Waffen-SS Panzer General unit, it is possible for the German player to produce a new Panzer General in the same round.

Remember:

During *Capital Defense* a Waffen-SS Panzer Army operates on the same terms as other Armies. In other words: a Waffen-SS Panzer Army can defend in Berlin together with 1 other German Army. See pg. 48 in the *Axis & Allies Global 1940 House Rules Expansion* rulebook for further information.

Note 4:

A maximum of 1 Panzer Army, Waffen-SS Army or Waffen-SS Panzer Army can fight (attack or defend) in each territory and obtain its maximum dice rolls – other German Armies that are present in this territory can only fight at their individual unit combat factor.

Note 5:

A Waffen-SS Heavy Panzer unit cannot be part of a Waffen-SS Panzer Army.

Note 6:

A Waffen-SS Panzer General unit cannot be transported by sea – but it can be transported by air or by Strategic Rail Movement.

When a W~~FF~~PG unit is lost in combat it can be reproduced.