

## 22. German Self-propelled AAA:



*During World War II the self-propelled anti-aircraft artillery was mostly used by German units. As the War progressed the Allies gained air supremacy on most fronts – so the self-propelled anti-aircraft artillery units were not as widely used by the Allies as by German units.*

**Attack: -**

**Defense: 1**

**Move: 2**

**Cost: 5**

**Maximum on game board: 3**

**Enter game from: Early 1940 (game start)**

The *Self-propelled Anti-Aircraft Artillery (SPAA)* unit operates under *Anti-Aircraft Artillery* rules with a few exceptions.

Only Germany can produce SPAA units.

SPAA must be produced at the Industrial Complex in *Berlin* (Germany).

SPAA can only move during the *Non-Combat Movement* phase.

SPAA has no attack value.

During defense SPAA can be chosen as casualty on the same terms as any other AAA unit

### **Note 1:**

When transported an SPAA counts as a Tank unit.

### **Note 2:**

Multiple AAA and SPAA can defend in the same territory.

### **Note 3:**

SPAA can be transformed to *Waffen-⚡ Self-propelled Anti-Aircraft Artillery*)

### **Note 4:**

SPAA cannot be part of a German Army Group.

SPAA units lost in combat can be reproduced.

## 22a. *Waffen-⚡* Self-propelled AAA:

**Attack: 1**

**Defense: 2 (4)**

**Move: 2**

**Cost: +2**

**Maximum on game board: 2**

**Enter game from: Late 1940 (round 2)**

The *Waffen-⚡ Self-propelled Anti-Aircraft Artillery (WSPAA)* unit operates under SPAA rules with a few exceptions.

An SPAA unit can be transformed to a WSPAA unit. WSPAA must be produced in *Berlin* (Germany) – the same procedure as for any other *Waffen-⚡* unit.

**Note 1:** WSPAA that attacks;

WSPAA has an attack factor at “1” but cannot make a Blitz move.

The defender chooses any casualty that is hit by the WSPAA.

Any unit that is hit by the WSPAA can still defend on the same terms as any other defending unit.

### **Note 2:**

During defense a WSPAA unit can choose to either defend against a maximum number of 3 enemy air units and/or Paratroopers at “2” on the same terms as any other SPAA or AAA – or the WSPAA unit can defend against enemy land units as any other land unit.

A WSPAA cannot defend against both enemy air units and enemy land units at the same time. If 2 WSPAA defend in the same territory, 1 can defend against air units and the other can defend against land units – or they could both defend on the same terms.

When a WSPAA unit defends against enemy land units it defends on the same terms as any other unit – but the defense factor is “4”.

### **Note 3:**

Multiple AAA, SPAA and WSPAA can defend in the same territory.

WSPAA cannot be transported by sea.

It can however be transported by Air Transport.

A WSPAA unit cannot be part of a *Waffen-⚡ Army* or an Army Group.

WSPAA units lost in combat can be reproduced.