

Battleground Weird War II

by Brian Cottrell



German Anti-Walker Rifle Team: With the appearance of the armored mechanized walker on the battlefield, it was clear that current hand help anti-tank weapons like the Panzerfaust and Panzerschreck were more than enough to take down one of these machines. However, because of the height of most of these walkers, infantry were very hard pressed to close within range to use these weapons without being spotted. So, looking to their current armory, the German High Command decided to reintroduce the Panzerbüchse 39 as an anti-walker rifle. Because of the thin armor of most walkers, it was the perfect weapon to deploy against them. Like earlier tactics, it was deployed to kill the target's crew and not so much the machine itself. Although the weapon is the same from earlier in the war, it is now fitted with a scope and issued with the new 7.92mm tungsten armor-piercing round that gives the rifle a bit more lethality. In addition, the round is able to successfully deploy the tear gas capsule that failed earlier in the war. Nachtjager weapons are fitted with an IR spotlight and scope that makes these unimposing and outdated weapons a truly deadly and stealthy killer. In one engagement, a Nachtjager team witnessed, as the sun rose, no less than eight Russian walkers standing idle before them with their crew dead or wounded within. This engagement showed the rifle's emergence as a new deadly weapon on the modern battlefield. Due to the walker's stability issues, these machines have not yet been able to reinforce the vehicle's armor without major re-engineering of the whole design. So, this small but lethal weapon is still an effective and deadly weapons when used correctly.

Team: An anti-walker rifle team is comprised of one trooper as a spotter and the other as the gunner. As the gunner takes aim on the target, the spotter looks for their next target, enemy troops or a new location to relocate once fired. Both men are cross-trained and if one were to fall, the other could operate the weapon without any penalties. Both are armed with a side arm and the spotter is armed with either a SMG or AR and a pair of binoculars.

Firing: It takes a single Action to fire the rifle and then another Action to reload it. It will take a single Action to clear and then another to reload the weapon if a Jam is rolled. The weapon will jam on a 19 or 20. The gunner receives a -3 to hit due to the weapons scope. If a Vampire System is fitted to the weapon then use the normal rules for Nachtjagers when firing with it at night.

Anti-Armor Use: The weapon has a penetration as listed in the chart below. In addition to penetrating armor, the round is fitted with a small capsule of Tear Gas that is released when the round penetrates the armor, causing the crew to make an immediate ½ Morale Check. If failed, the gas is enough to cause the crew to Bail Out and they are now considered Broken. If passed, the capsule failed to break within the vehicle and the crew will not suffer from any gas result. If a round fails to penetrate the armor of the target or the crew passes their ½ Morale Check, then the capsule will release its gas on a 15 or less as it hits the armor of the vehicle. This will cause the capsule to break outside the vehicle and produce a small gas cloud the size of the Grenade Temple with the A Ring placed at the location the round hit. Any exposed infantry within the template must take an immediate Morale Check or be affected by the gas. If failed, they will be considered Broken and will not be able to Rally for D4 turns until the effects of the gas wears off. Once the D4 turns are up, they may Rally as normal.

Anti-Walker Rifle Penetration Chart

Range	5"	15"	30"	45"
To Hit	16	12	8	4
Penetration	10	7	3	1

Sniper Use: Some snipers choose to use this weapon because of its range and stopping power. They choose the addition of the Tear Gas round for residual effects. When a sniper chooses to use this as their weapon, all normal rules apply within the Sniper rules, as well as those stated above.

Anti-Infantry Use: If used against infantry, apply the range of a LMG and the result of a rifle -2. The Tear Gas capsule will break on a 10 or less when used against infantry. If it has broken, use the above rules for its effect.

