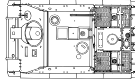




# Sturmtiger



11/1944-45†

HT BPV:82 WGT:68 RF: 1.6

Size:-1 MP:11 GT:NT CS:5 ML:9

MA:380\* ROF:n/a† BMG:3

Am:sN9 Notes:37.1, K

AF:h AF:t

18 18

8 8

ID# Place Malfunction/Disabled/No Ammo/Armour Leaders as appropriate

<b>A</b>	MA	BMG	sN9	Armour Leader
<b>B</b>	MA	BMG	sN9	Armour Leader
<b>C</b>	MA	BMG	sN9	Armour Leader
<b>D</b>	MA	BMG	sN9	Armour Leader

† The MA may use neither Bounding (First) Fire nor Motion Fire, may not use Target Acquisition (C6.5-.58), and may not fire while CE as signified by “No Bnd (F)F/Acq/CE” on the counter. Riders Bail Out when the MA fires, and the MA is not considered “functioning” for OVR (D7.11).

† The MA may not use Area Target Type, may not fire at a target in its own Location, and may not fire in consecutive Player Turns as signified by “No ATT/Case E/2PT” on the counter. Before placing any Prep/First/Final Fire counter, first place a “MA FIRED THIS TURN” counter. At the end of the Player Turn, flip the counter to its “LAST TURN” side and then remove it at the end of the next Player Turn.

† The MA suffers an extra +1 TH DRM to all fire at a Moving/Motion (C.8) vehicle or Dashing Infantry (C6.1). This is signified by a white dot beside the MA designation. Any Sturmtiger MA Final To Hit DR against a building Location which exceeds its Modified To Hit

Number by ≤ the number of vertical levels (excluding Cellars and Locations out of LOS) in that Building hex will hit a randomly selected in-LOS Location of that building hex {*EXC: the only possible effect of this hit is possible rubble creation after an Original IFT DR causing a KIA (B24.11)*}.

† The MA is resolved on the 36+ FP column of the IFT with a -3 bonus DRM (C.7). The MA has a HE Basic TK# of 10 (armored) and 16 (unarmored) as a Near Miss (with 20 FP for Specific Collateral Attack) or, after a subsequent dr of 1-2, of 28 (armored) and 22 (unarmored) as a Direct Hit (with full FP for Specific Collateral Attack). A CH always doubles the Direct Hit TK#.

AFV CARD  
Front

May  
2004

† Dates and RF for use in NWE are: 3/45-5/45 (1.6).

See also German Vehicle Note K.

**ERRATA To C.7 HEAVY PAYLOAD:** The Original DR for rubble creation (B24.11) and pillbox elimination is determined after application of the bonus DRM [*EXC: CH; 3.73*].

AFV CARD  
Back

**37.1. Sturmtiger:** This vehicle, known as the Sturm mortar (assault mortar) Sturmtiger or Tiger-Mörser, owed its existence to Hitler’s requirement of August 1943 that the 38cm naval anti-submarine rocket launcher Gerät 652 be mounted on the Tiger I chassis. The idea was to create a more potent version of the Sturmpanzer IV, which had just entered service. The huge mortar required a special crane fitted on the vehicle roof for loading the rounds that weighed 726 lbs. each; only 13-14 were carried. A special shape-charged round was available for use against fortifications. Some sources indicate that as few as ten vehicles were completed, with another eight under various states of completion when the war ended. Others state that sixteen to eighteen were completed between August and December 1944. Two were used in the Warsaw Uprising during August 1944, but most entered service long after the need for siege vehicles had ended. They were formed into Panzer Sturm mortar Kompanien (PzStuMrKp) 1000, 1001, and 1002 and used for the final defense of the Reich. The first two units had about seven vehicles between them. These units went into action west of the Rhine in March 1945 against U.S. and British troops, later retreating across the river into the Ruhr area.