

German Panzerkämpfer VI “Thor” Armour Asset

PzKpf VI Flak-Kämpfer III “Flak-Donner” – 165 points

In Service: 1943 **Availability:** R **Asset:** Armour

A small number of Thor walkers, less than three dozen, were modified for anti-aircraft duties and armed with a battery of four 20mm Flak 38 guns mounted on either sides of the hull. Somehow the name Flak-Donner was more liked by its crew and the nickname replaced the official designation in common usage.



Modeling Notes: Build a basic Donner chassis without the arms, and add the twin anti-aircraft guns from the Anti-Aircraft Guns Pack (DP9-624).

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
PzKpf VI “Flak-Donner”	G/3, W/4	G/6”, W/5”	G/3xD10, W/2xD10	Front	8+	5+	9+	Hits/2, Lumbering, Multiple Movement System, Tracks/12”, Walker/10”
				Sides	7+	5+	9+	
				Rear	7+	5+	8+	

Unit: PzKpf VI “Flak-Donner” (unit leader) with 2cm Quad AA gun (FaF) and one hull mounted MG (FaF)

Random Shutdown: While using the Walker movement system the Unreliable trait is gained.

Weapon	Range	Damage	Traits
2cm Quad AA gun	48”	4xD6+3	AA, Slow
MG	24”	3xD6	Auto, Double Suppression
Pintle MG	24”	3xD6	AA, Auto, Double Suppression

Options:

- A Pintle MG (FaF) may be added for +15 points.
- Up to 2 extra PzKpf VI of the Armour Asset and of any Ausführung may be added to the unit for the appropriate points keeping in mind the “In Service” date (Ausführung E2 +210 points each, F +145 points each, F2 +225 points each, “Flak-Donner” +165 points each, G +180 points each, H +170 points each, J +240 points each, K +200 points each, L +240 points each, X +340 points each)