

German Panzerkämpfer VII “Uller”

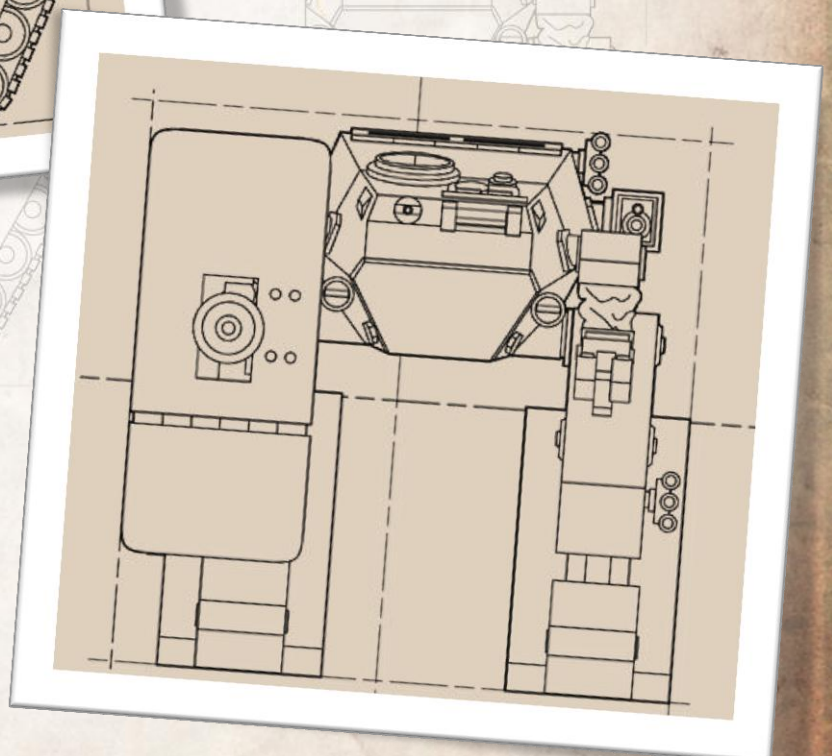
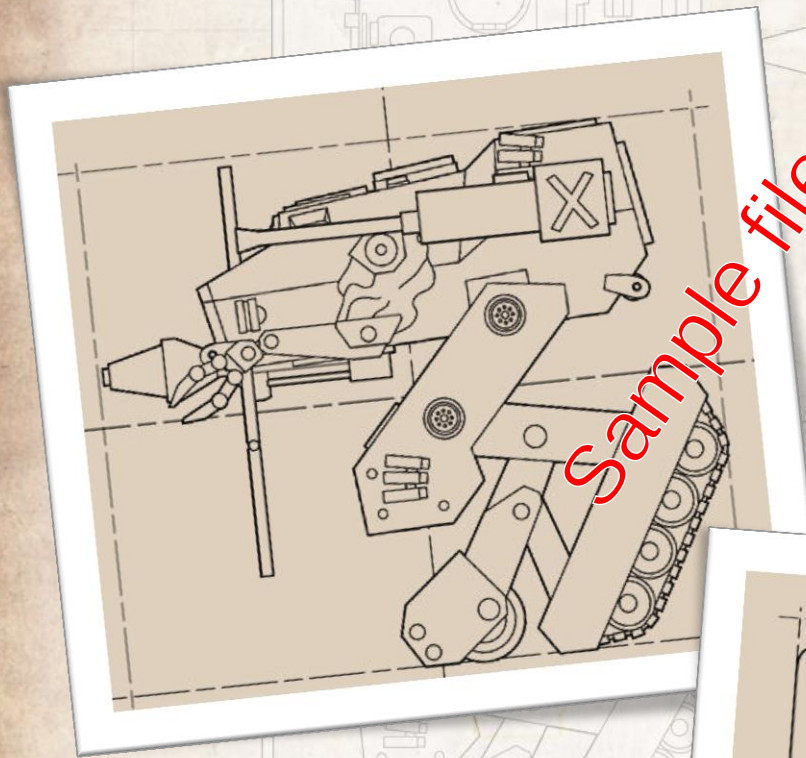
4. German Panzerkämpfer VII “Uller”

The development of one of the most famous walkers of World War II started in 1938, though the Uller was not deployed until 1942. Both Krupp and Daimler-Benz produced prototypes that never entered production but provided valuable experience. In the end, Henschel was to produce the majority of the chassis alongside its Tiger assembly lines.

The Uller – nicknamed Uller after the Norse god Ullr – was constantly modified and improved almost on a monthly basis: the hatches were replaced by small turret rings, hardpoints added and removed, and so on. This was made easier by electric and hydraulic lines that ran along both sides of the hull. Uller's only weak spots were its rear armour plate and its engine, the latter of which required continuous maintenance.

The first production Uller walkers immediately shipped to frontline units in North Africa and the East front. From the start to the end of production in late 1944, Henschel manufactured only 756 Ullers, due to their complexity and cost. The success of the Uller would lead the Heereswaffenamt to fast-track production of the "Wotan" series of walkers and "Jotun" series of walker-striders by 1944.

A single Uller was sold to Japan in 1943, but was never delivered thanks to an Allied commando operation. Three were sold to Hungary in mid-1944; some sources state that Spain was interested as well, but the transaction was never finalized.



German Panzerkämpfer VII “Odin” Command Asset

5. German Panzerkämpfer VII “Odin” Command Asset

PzKpf VII Panzerbefehlsskämpfer IV “Odin” – 205 points

In Service: 1944 **Availability:** R **Asset:** Command

Several Ullers were converted to command vehicles in early 1944 and fitted with additional radio equipment, such as a 30 Watt FuG 8 transmitter package.



Modeling Notes: Add two 3.2cm guns from the Axis Weapon pack (DP9-635) and discard the arms.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzerbefehlsskämpfer IV	G/4, W/5	G/5", W/4"	G/4xD10, W/3xD10	Front	8+	5+	10+	Command, Hits/2, Lumbering, Multifire/2, Multiple Movement System, Tracks/12", Walker/8"
				Sides	8+	5+	9+	
				Rear	7+	5+	9+	

Unit: Panzerbefehlsskämpfer IV (unit leader) with two 3.2cm cannon (FaF) and one Hull mounted MG (FaF)

Supporting Artillery (if purchased): Calling in Supporting Artillery requires a Ready action. This is used as an Artillery attack, but the initial Impact Point must be in the unit's Line of Sight. There is no minimum range for this attack (yes, you can call it down right on your own head!).

Weapon	Range	Damage	Traits
3.2cm cannon	24"	D6+3	Lethal Zone/1", Slow
Heavy Artillery	Special	2xD6+1	Lethal Zone/4", One-Shot
Light Artillery	Special	D6	Lethal Zone/4", One-Shot
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.
- This unit may purchase up to 3 uses of Supporting Artillery. Light Artillery costs +50 points per use, while Heavy Artillery costs +100 points per use.