

# Invasion of Germany: Survival Kit

## Introduction

This is the first of what I hope will be a few of what I am calling "Survival Kits". They are intended to help new players and buyers of the remaining (and perhaps reintroduced) older Panzer Grenadier playbooks and modules. The essence of the problem is a new player buys an expansion or scenario book, such as Invasion of Germany, plays a couple scenarios, and suddenly says, "But I don't have..." That is what I am trying to prevent. Not to say the PG grognards would not find anything useful, but I expect we already have all the counters needed to play whatever we may want.

A survival kit will include errata, should I know of any, and a printable do-it-yourself countersheet. Links back to original Avalanche Press files are inserted when applicable. All countersheets will come with instructions, and very clever alignment and cutting guides. So let's get on with it:

## Errata

1. The American M10 is an open-topped vehicle and a tank destroyer.
2. Scenario 16, A Bad Mix: Americans mortars are 81mm not 82mm stated in scenario order of battle.

## Counters































































1. Volksgrenadiers: First download the [Volksgrenadier Pieces](#) from Avalanche Press, and mount them. I simply did not have enough space to recreate them here. I have added a Volksgrenadier 75mm Infantry gun and wagons to the included countersheet. That was mostly for aesthetics during play.
2. Strongpoints: There were 2 sets of strongpoints used in the 3<sup>rd</sup> edition game, the standard mix, and special set from Cassino '44. On the countersheet the standard strongpoints are designated with an 'S' in the upper left side. Strongpoints from Cassino '44 have a 'C' in the upper left side. When a scenario calls for strongpoints to be used, only use the standard mix (marked with S), unless the scenario specifically calls for the use of Cassino '44 strongpoints. When a scenario does call for Cassino '44 strongpoints to be used, use all the strongpoints (both S and C). The [original standard mix](#) may still be downloaded from Avalanche Press.
3. LdShtzn: These are Landeschützen. These are old men and boys formed into militia units. (Just proves, no matter how much you've lost, you can always find more to lose.) They only appear in one scenario. If the Volksgrenadiers can have special counters, why not the Landeschützen? I added them to the countersheet, again mostly for aesthetic reasons,
4. SPW-250 & SPW-250/7: These are replacement counters for those which originally appeared in Road to Berlin and Casino '44.
5. M10 'Wolverine': This is a replacement counter for those from Cassino '44. Army at Dawn will come with a new iteration of the unit. Until then, this should be adequate.
6. Antitank ditches & Wire: You can still [get the download](#) from Avalanche Press, but unless you know where to look, you'll never find them. Up to 20 of each are needed for Invasion of Germany, so I made it convenient.

## Maps







I cannot give you maps here. There are 12 old boards required to play all the scenarios. The boards are 2, 3, 4, 6, 9, 10, 11, 12, 14, 15, 20, & 21. You are on your own with this part. The boards were one available in the Spare Parts section, perhaps they will be again someday.

This wraps up the first survival kit. I hope you enjoy playing it. For those of you who may wish to read about this portion of the war, I recommend the Siegfried Line Campaign by Charles MacDonald. It may be read online at [Hyper War](#) or downloaded from the [U.S. Army Center for Military History](#).
































Front

 S UNOCCUPIED 	 S UNOCCUPIED 	 S UNOCCUPIED 	 S  3-4	 S  4-4	 S  5-3	 S  2-3	 C  3-4
 C  3-4	 C  4-4	 C  4-4	 C  5-3	 C  5-3	 C  2-3	 C  9-4	 C  9-4
 C  9-4	 LdShitzn 3  3-3	 LdShitzn 3  3-3	 LdShitzn 3  3-3	 LdShitzn 3  3-3	 LdShitzn 3  3-3	 LdShitzn 3  3-3	 LdShitzn 3  3-3
 SPW250 9  5-5	 SPW250 9  5-5	 SPW250 9  5-5	 SPW250 9  5-5	 SPW250/7 9  8-10	 75mm IG 0  4-11	 Wagon 3  1-4	







ANTI-TANK DITCH	ANTI-TANK DITCH	ANTI-TANK DITCH	ANTI-TANK DITCH	ANTI-TANK DITCH	ANTI-TANK DITCH	ANTI-TANK DITCH
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 M10 12  2 6-5	 M10 12  2 6-5	 M10 12  2 6-5
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Back

 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 
 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 	 Strongpoint 
						 Strongpoint 
 75mm IG T  LIMBERED	 SPW250/7 9  4-10	 Wagon 3 	 Wagon 3 	 Wagon 3 	 Wagon 3 	 Wagon 3 

WIRE	WIRE	WIRE	WIRE	WIRE	WIRE	WIRE
WIRE	WIRE	WIRE	WIRE	WIRE	WIRE	WIRE
WIRE	WIRE	WIRE	WIRE	WIRE	WIRE	WIRE

 M10 12  2 3-5	 M10 12  2 6-7	 M10 12  2 3-5
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# Making Counters

## Overview

The idea is to have counters that can be used directly after having been cut and with a minimum of clean-up trimming. Counters themselves are sized to 6.52 inch squares, with a 0.008 inch gap between them. The gap is a compromise between the minimum to be visible and the maximum to not leave flashing on the counter after it is cut. It seems to work well when I make counters.

The counter sheet is intended to be folded along the dotted line. The dotted line is thin enough that, should the countersheet be cut along it, there should not be any appreciable offset imposed. The thinner solid lines are for initial cut guides before the cut goes through the countersheet. They are offset enough to not contact the counters.

The countersheets, that I make, do not exceed 8.3 inches by 11 inches, and will have a 0.25 inch margin. This allows either letter-size or A4 paper to be used without the concern of blank printer edges.

## Materials & tools used

The tools are: a thin edged ruler, butter knife, small razor (X-acto) knife, and a rotary cutter. A cutting mat is a good idea too. Materials are: rubber cement (either Carter's or Elmer's), and manila folders or similarly thick card.

## Procedure

Make a good quality print of the, without scaling.

Trim the paper outside of the color & guides. It is wise to leave a little white around the outside.

Coat the back of the print with rubber cement. Allow to dry. (You can go to the next step before drying is completed.)

Coat an area of the manila material (card) a little larger than the countersheet print. Allow this to dry also.

Place the print on the glue area of the card. It helps to hold the diagonally opposite corners while doing this. The items will stick when they come into contact.

Trim off the white around the countersheet's background & guides. This isn't vital, but it does help to have some extra aligned edges.

Using the ruler and butter knife, score along the dashed line. Then fold the countersheet. Check the alignment of the guides & background color.

Coat the back of the card with glue. Let that dry, then fold together. Everything should line up at this point.

Using the razor knife and ruler, cut along the guide lines vertically & horizontally. Do not cut all the way through the card, this is intended to be deep, thin scoring.

Cut the pieces apart with the rotary cutter. If done carefully, but firmly the cuts made by the razor knife. The counter sheet will move a little to conform to the cutting blade & scoring, let it do that, but be careful to stay on track.

Should you get terribly lost, contact me at [PG-HQ](#) or [Board Game Geek](#). My user name is plloyd1010.