

Battleground Weird War II

By Brian Cottrell



Luftfaust B: The Luftfaust is a recoilless shoulder-fired, rocket-propelled antiaircraft weapon developed to attack low flying aircraft by individual infantry troopers. This weapon was fielded to help against the Allied air superiority by increasing the lethality of German anti-aircraft ground fire with the addition of numerous, cheaply made weaponry that almost any basic German infantry soldier could fire in response to enemy aircraft. The first weapon to hold this name lacked the lethality to effectively take down aircraft, thus the B Model was developed. The Luftfaust B mounted nine 20mm rockets in a launch tube 1.5m long, with the entire launcher assembly weighing in at 6.5 kg. When fired, the nine rockets would launch in a salvo, 0.2 seconds between each other, allowing them to form a 60m diameter kill zone at a range of 500 meters. Though heavy, the weapon produced no discernable recoil and was fired much like a Panzerschreck. The weapon relied on the principle of terminally fused warheads to create a 20m-40m blast zone with sufficient shrapnel to damage or down the target aircraft at a range of 500m-600m. In times of desperation, this weapon was also used against infantry and lightly armored vehicles when other more suitable weaponry was available. The Luftfaust has seen little combat on the field but when used right an in numbers, low-level Allied airpower is greatly at risk.



Deployment: The Luftfaust was designed so that a single man could carry and fire it without an assistant. The gunner is equipped with several slings of reload magazines that were designed to facilitate a single gunner. The gunner will be armed with the Luftfaust B and a side arm for self-defense. The gunner will also be equipped with an additional 2 salvos of 20mm ammunition for the Luftfaust.

Firing: It takes a single Action to fire the Luftfaust and then another Action to reload it. The weapon will jam on a 20. If a Jam is rolled, the magazine is not a dud but rather the Gunner has failed to properly ready the weapon. It will take another Action to make the weapon ready but the ammunition is not wasted.

Anti-Aircraft Use: When used against aircraft, the Luftfaust will only make a successful attack on a unmodified roll of 1. This represents the sheer difficulty in using such a weapon effectively against a fast-moving target. If an unmodified 1 is rolled then the aircraft is either destroyed and crashes off-board or has sustained substantial damage, making it unable to press any attacks and will return to base. The only aircraft eligible for engagement is low-level aircraft in the process of strafing targets on the actual board, aircraft that are landing or taking off or types of aircraft or other targets that are relatively low in relation to the gunner.

Anti-Armor Use: The Luftfaust can be used to engage armored units when needed. The weapons range and to hit chart is below. The weapon has an AP of 12 when fired against armored targets.

Anti-Infantry Use: The Luftfaust can be used to engage enemy infantry units when needed as well. Use the weapon range and To Hit Chart below. The weapon will produce a Small HE template with a -4 to all results.

Luftfaust B To Hit Chart

Point Blank	Short Range	Effective Range	Long Range
16	12	8	4
18"	25"	33"	40"

