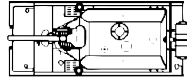




PzKpfw Maus



4/1945

HT BPV:170 WGT:188 RF: 1.6†
Size:-3† **MP:8** GT:ST CS:5 GP:H
MA:128L ROF:n/a SA:T75 ROF:1 CMG:5
Am:sN9,s8⁷⁵† Notes:100†

AF:h AF:t
(40) 26
26 26

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

AFV CARD
Front

A	MA	SA	CMG	sN9	s8 ⁷⁵	Armour Leader
B	MA	SA	CMG	sN9	s8 ⁷⁵	Armour Leader
C	MA	SA	CMG	sN9	s8 ⁷⁵	Armour Leader
D	MA	SA	CMG	sN9	s8 ⁷⁵	Armour Leader

† Target Size (D1.7) is “-3”. This is indicated on the counter by a red dot beneath the two red armour factors.

† Front Turret AF is “26”. Aerial AF is “6”.

† “1” ROF applies to use of the 75mm Secondary Armament *only*.

† The 75mm SA is an ordnance weapon mounted coaxially with the MA. As such, it may be fired only at a target that lies within the Maus’ TCA. If either gun (i.e., the MA or SA) fires, the other cannot be fired during the same phase (treating the MPh and DFPh as one). Acquisition gained by one of the Maus’ guns may be used by the other gun for fire at the *same*, but is lost if the latter fires at (or Interdicts) some *other*, target Location (or hex

if using the Area Target Type). An armour leader can modify the SA’s (as well as the MA’s) TH DR.

† The CMG and SA may be fired during the same phase., However, when the CMG is fired, any existing SA acquisition is retained/lost just as if that SA were MA (D1.82)

† The 75mm SA (only) may fire Smoke, with a Depletion Number of “8”. This is signified by “s8⁷⁵”.

† No A-P mine attack, nor any A-T mine attack whose Final IFT DR is ≥ 12 , has any effect vs. a Maus.

† Each CC/Indirect-Fire attack vs. a Maus receives an extra +1 DRM — as signified by “CC/In-Fire: +1” on the counter.

† Any (even a stone/printed-mapboard) bridge will immediately and automatically Collapse as per B6.42 when a Maus enters onto it.

Nov
1998

AFV CARD
Back

100. PzKpfw Maus: Super-heavy tanks were first studied by the Germans in 1941, in response to rumours of a Russian 100-ton tank. In March 1942, Hitler ordered Prof. Ferdinand Porsche to design such a tank, and in January of the next year authorized the building of a prototype codenamed *Maus* (“Mouse”). An order was placed for the production of 150 Maus, but was cancelled in October 1943. A Maus first moved under its own power — but sans turret — in December of that year, and commenced trial runs with its turret and armament installed in June 1944, by which time a second prototype was under construction. Both were still undergoing testing and evaluation when the Russians launched their Berlin offensive in April 1945. For many years, it was believed that the Germans blew up both Maus vehicles as the Soviets neared the Kummersdorf proving grounds outside Berlin, but it is now known that the Soviets captured one intact*; it currently resides at an army base outside Moscow. Recent sources also state that the Germans used both vehicles in combat — one at Kummersdorf and the other near OKH staff headquarters at Zossen. Several other “Mice”, in various stages of assembly, were seized by the Allies in the closing days of the war.

As in Prof. Porsche’s earlier *Ferdinand* (aka “Elefant”) design, the engine of the Maus drove a generator that powered two electric motors — one to drive each track. This actually made the otherwise lumbering vehicle quite manoeuvrable, enabling it in fact to turn on its own axis by counter-rotating the tracks. Moreover, despite its tremendous weight, the Maus was not as prone to bogging as might be expected, since the combined width of the tracks exceeded two-thirds of the vehicle’s width (thus preventing “bellying” in most cases). On the other hand, no bridge could sustain the 188 metric tons of a fully loaded Maus, so it was designed to cross the bottom of rivers up to 8 metres deep by means of a snorkel and electrical cables running to another Maus (or special generator truck) that powered its drive motors while it was submerged. (As this procedure took up to 45 minutes, it is beyond the scope of the game.)

* Since speculated to be the hull of one vehicle and the turret of another.