

## Karl-Gerat Morser (Mortar)

The Karl-Gerat series of mortars were available in 2 calibers, (KG40) 600mm and (KG41) 540mm. The KG40 fired a concrete piercing round similar to the Brummbars but on a MUCH larger scale. The KG41 which did not become operational until the end of 1944, fired a concrete piercing and an HE round.

### 1. Karl-Gerat 040 (KG40) 600mm Mortar:

- a. **Deployment Procedure:** The KG40 must be in Combat Formation and takes two Friendly Artillery Phases to deploy. In the first Artillery Phase place a Deploy marker face down underneath the KG40. In the next friendly Artillery Phase, flip the Deploy marker right side up and place it on top of the KG40. The KG40 may then be available to fire in the third friendly Artillery Phase. The KG40 may not move while attempting to deploy, if it does then the process begins again.
  - b. **Firing Procedure:** The KG40 has a rate of fire of 1 round every 10 minutes. Once the KG40 is used for the first time in combat it may only fire every other Friendly Artillery Phase. A call for fire may still be recorded but the earliest arrival time will be the 2<sup>nd</sup> Artillery Phase after the last round was fired. For example, the KG40 #II fires a round in the Friendly Artillery Phase of Turn 3; the earliest it could fire again would be the Friendly Artillery Phase of Turn 5.
  - c. **Combat:** The KG40 fires a Demolition round for use against bunkers, entrenchments, buildings and hard targets. ONLY units occupying a bunker or entrenchment that is the target of the KG40 are attacked versus indirect fire. If the unit(s) suffer losses, the bunker/entrenchment is considered destroyed. If the attack is versus an Urban Strip or City hex, a CRATER marker is placed in the hex. Only L movement class units may move through the hex after a CRATER marker has been placed. The effects of roads through a CRATER hex are negated. If more than 1 unit occupies the Urban Strip or City hex, the owning player determines which unit is attacked by indirect fire.
  - d. **Movement:** The KG40 has a movement class of **TR** or Tracked-Road and may only move in Movement Formation. In Winter or Rain Weather, the KG40 is restricted to primary roads (Red Roadways) due to its large size and un-maneuverability. The KG40 may only change facing once per turn and may only do so in MOVEMENT FORMATION and only on a roadway without penalty. If the KG40 moves off-road, roll one die and on a roll of 6-10 it becomes bogged down. If the KG40 attempts to change facing while off-road, roll one die and on a roll of 4-10 the unit becomes bogged down. If the unit becomes bogged, place a bogged marker. It may not move or fire for the remainder of the scenario. The unit would have to be dismantled and mounted on special transport before it could be used again.
2. **Karl-Gerat 041 (KG41) 540mm Mortar:** KG41 is exactly the same as the KG40 except for the weapon mounted. The KG41 may fire a Demolition round or an HE round. The Demolition round functions the same as the KG40 round; the HE round functions as a normal Indirect Fire HE attack except a CRATER marker is

placed in the hex. After the CRATER marker is placed, only L movement class units may move through the hex and all road bonuses are negated.