

PIONIERKOMPANIE (15.)

PIONEER COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Company HQ p.31	2	Cmd SMG team	105
	2	Kubelwagen	
	2	MG34 HMG team	
	1	3-ton truck	
COMBAT PLATOONS			
Pionier Platoon p.31	1	Cmd Pioneer SMG team	230
	1	Kfz 15 field car	
	6	Pioneer Rifle/MG team	
	3	3-ton truck	
	1	Pioneer Supply 3-ton truck	
Pionier Platoon p.31	1	Cmd Pioneer SMG team	205
	1	Kfz 15 field car	
	6	Pioneer Rifle/MG team	
	3	3-ton truck	
SUPPORT PLATOONS			
Self-propelled Infantry Gun Platoon p.29	1	Cmd SMG team	180
	1	Kfz 15 field car	
	2	Bison (15cm sIG)	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
DIVISIONAL SUPPORT			
Panzer Platoon p.25	1	Panzer III G or H or J (early)	415
	2	Panzer III J (late)	
	1	Panzer III L or M	
Tank-hunter Platoon p.37	2	Diana	140
Self-propelled Artillery Battery p.39	1	Cmd SMG team	225
	1	Kfz 15 field car	
	1	Staff team	
	1	Kfz 68 radio truck	
	1	Sd Kfz 250	
	1	Observer Rifle team	
	2	15cm (St) Lorraine Schlepper	

North Africa - German Mid-War - Platoon Count: 6

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Panzer III G or H or J (early)	Standard Tank	5	3	1	Co-ax MG, Hull MG, Protected Ammo.
<i>5cm KwK gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	
Panzer III J (late)	Standard Tank	5	3	1	Co-ax MG, Hull MG, Protected Ammo.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>9</i>	<i>4+</i>	
Panzer III L or M	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>9</i>	<i>4+</i>	
INFANTRY GUNS (SP)					
Bison (15cm sIG)	Slow Tank	2	1	0	AA MG, Overloaded, Unreliable.
<i>15cm sIG33 gun</i>	<i>16"/40cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker Buster, Hull mounted.</i>
<i>Firing bombardments</i>	<i>56"/140cm</i>	<i>-</i>	<i>4</i>	<i>2+</i>	
ARTILLERY (SP)					
15cm (Sf) Lorraine Schlepper	Slow Tank	0	0	0	AA MG, Overloaded, Unreliable.
<i>15cm sFH13 howitzer</i>	<i>16"/40cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>64"/160cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>Smoke bombardment.</i>
TANK-HUNTERS					
Diana	Half-tracked	0	0	0	AA MG.
<i>7.62cm FK36(r) gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
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VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Company HQ - p.31

Machine-guns from the Company HQ attached to Pioneer Platoons count as part of the platoon for all purposes.

Pionier Platoon - p.31

At the start of the game before deployment you may replace one Pioneer Rifle/MG team per Pionier Squad with a Flame-thrower team.