

# PIONIERKOMPANIE (21.)

PIONEER COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Company HQ p.31	2	Cmd SMG team	105
	2	Kubelwagen	
	2	MG34 HMG team	
	1	3-ton truck	
<b>COMBAT PLATOONS</b>			
Pionier Platoon p.31	1	Cmd Pioneer Rifle/MG 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 Rifle/MG team	230
	1	Kfz 15 field car	
	6	Pioneer Rifle/MG team	
	3	3-ton truck	
	1	Pioneer Supply 3-ton truck	
<b>DIVISIONAL SUPPORT</b>			
Panzer Platoon p.25	3	Panzer IV E or F <sub>1</sub>	410
	1	Panzer III N	
Tank-hunter Platoon p.37	4	Marder III (7.62cm)	325
Heavy Panzerspäh Platoon p.34	2	Sd Kfz 231 (8-rad)	85
Rocket Launcher Battery p.40	1	Cmd SMG team	115
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	

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

# ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
<b>TANKS</b>					
Panzer III N <i>7.5cm KwK37 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV E or F <sub>1</sub> <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	5 2 -	3 9 3	1 3+ 6+	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>
<b>TANK-HUNTERS</b>					
Marder III (7.62cm) <i>7.62cm PaK36(r) gun</i>	Standard Tank <i>32"/80cm</i>	1 2	0 <i>11</i>	0 3+	Hull MG. <i>Hull mounted.</i>
<b>ARMoured CARS</b>					
Sd Kfz 231 (8-rad) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	2 3	0 5	0 5+	Co-ax MG, Recce.

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
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.

### ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

## TRANSPORT TEAMS

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

## 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 Pionier Platoons count as part of the platoon for all purposes.

### **Heavy Panzerspäh Platoon - p.34**

Heavy Panzerspäh Patrols are Multi-part Platoons. See page 259 of the rulebook.

Heavy Panzerspäh Platoons are Reconnaissance Platoons.

### **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.