

PANZERKOMPANIE (LEHR)

ARMoured COMPANY

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerkompanie HQ (Lehr) p.9	2	Panzer IV J	175
COMBAT PLATOONS			
Panzer Platoon (Lehr) p.10	4	Panzer IV J	350
Gepanzerte Aufklärungs Platoon p.17	1	Cmd Panzerfaust MG team	335
	7	Sd Kfz 250	
	6	Panzerfaust MG team	
	1	Tank-hunter team	
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Lehr) p.10	3	Wirbelwind (Quad 2cm)	165
SUPPORT PLATOONS			
Gepanzerte Aufklärungs Platoon p.17	1	Cmd Panzerfaust MG team	305
	4	Sd Kfz 250	
	6	Panzerfaust MG team	
	1	Tank-hunter team	
Panzerspäh Platoon (Lehr) p.18	2	Sd Kfz 234/2 (Puma)	100
Volks Rocket Launcher Battery p.33 RELUCTANT TRAINED	1	Cmd SMG team	70
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	

Devil's Charge (Digital Exclusive) - German Late-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 IV J	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Slow traverse.</i>
ANTI-AIRCRAFT (SP)					
Wirbelwind (Quad 2cm)	Standard Tank	3	1	0	Hull MG.
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
ARMoured CARS					
Sd Kfz 234/2 (Puma)	Jeep	3	0	0	Co-ax MG, Recce.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>4+</i>	

GUN TEAMS

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

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Tank-hunter team	8"/20cm	1	11	5+	Tank Assault 5

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Gepanzerte Aufklärungs Platoon - p.17

Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.

Panzerkompanie HQ (Lehr) - p.9

A player commanding an Aufklärungsschwadron or a Panzerkompanie containing one or more Gepanzerte Aufklärungs Platoons Always Attacks (see page 257 of the rulebook).

An Aufklärungsschwadron or a Panzerkompanie containing one or more Gepanzerte Aufklärungs Platoons uses the Spearhead Deployment rule (see page 261 in the rulebook) for all of their Aufklärungsschwadron HQ teams, and Gepanzerte Aufklärungs Platoons (including attached teams).

A 2. Panzerdivision company may also use the Spearhead Deployment rule for its Company Command and 2iC Command Panther tanks and Panther Platoons.

A Panzer Lehr Division company may also use the Spearhead Deployment rule for its Company Command and 2iC Command Panzer IV J tanks, and Panzer Platoons.

You must field at least one Panzer Platoon or Panther Platoon entirely equipped with the same model of tank as the Company HQ.

Panzerspäh Platoon (Lehr) - p.18

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

Volks Rocket Launcher Battery - p.33

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.