

512. SCHWERE PANZERJÄGERKOMPANIE (2.)

512TH HEAVY TANK-HUNTER COMPANY

RELUCTANT TRAINED

TANK COMPANY

POINTS 1495

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
512. Schwere Panzerjägerkompanie HQ (2.) p.49	2	Jagdtiger	535
COMBAT PLATOONS			
512. Schwere Panzerjäger Platoon (2.) p.49	1	Jagdtiger	270
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WARRIORS			
Oberleutnant Otto Carius p.45 RELUCTANT VETERAN		Warrior Otto Carius in Company Command Jagdtiger	85
WEAPONS PLATOONS			
512. Panzer Anti-aircraft Gun Platoon (2.) p.51	4	Ostwind (3.7cm)	165
DIVISIONAL SUPPORT			
Volkssturm Platoon p.74 RELUCTANT CONSCRIPT Allied Platoon	1 7 1	Cmd Panzerfaust Rifle team Panzerfaust Rifle team MG08/15 LMG	100
Volks Rocket Launcher Battery p.76	1 1 3	Cmd SMG team Observer Rifle team 15cm NW41	70

Bridge at Remagen - German Late-War

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>	

TANK-HUNTERS

Jagdtiger	Slow Tank	16	8	2	Hull MG, Overloaded, Unreliable.
<i>12.8cm PaK44 gun</i>	<i>48"/120cm</i>	<i>2</i>	<i>17</i>	<i>2+</i>	<i>Hull mounted, Breakthrough gun.</i>

ANTI-AIRCRAFT (SP)

Ostwind (3.7cm)	Standard Tank	3	1	0	Hull MG.
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6+	ROF 2 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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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.

VEHICLE MACHINE-GUNS

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

512. Schwere Panzerjägerkompanie HQ (2.) - p.49

A 512. Schwere Panzerjägerkompanie does not use the German Kampfgruppe special rule.

A 512. Schwere Panzerjägerkompanie uses all of the German special rules on page 241 to 245 of the rulebook (except for Kampfgruppe). In addition, it also uses the following special rules.

A 512. Schwere Panzerjägerkompanie will Always Defend.

Oberleutnant Otto Carius - p.45

Alternatively, Carius may take command of a 512. Schwere Panzerjäger Platoon (Page 49) from 2. Kompanie taken as a Support Platoon. In this case, Carius replaces the Platoon Command Jagtiger for +85 points.

Carius may take command of 2. Kompanie from the 512. Schwere Panzerjägerkompanie (Page 48). Carius replaces the Company Command Jagtiger tank in the 512. Schwere Panzerjägerkompanie Headquarters for +85 points.

Enemy teams do not receive Concealment from terrain when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

Volks Rocket Launcher Battery - p.76

Super-heavy Rockets

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 did none did so.

Volkssturm Platoon - p.74

Local Militia

Volkssturm Platoons **do not** use the German Stormtrooper or Mission Tactics special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

In addition, a Volkssturm Platoon always begins the game in Prepared Positions.

Volkssturm Platoons in your force are Allies and follow the Allied Platoons rules on page 70 of the rulebook.