

PANZERGRENADIERKOMPANIE

MOTORISED INFANTRY COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1490

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzergranadierkompanie HQ p.81	2	Cmd SMG team	65
	1	Kfz 15 field car	
	1	Motorcycle & Sidecar	
	1	Panzerschreck team	
	1	Kfz 70 truck	
COMBAT PLATOONS			
Panzergranadier Platoon p.81	1	Cmd Panzerfaust SMG team	195
	1	Kfz 15 field car	
	6	MG team	
	3	Kfz 70 truck	
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WEAPONS PLATOONS			
Panzergranadier Anti-tank Gun Platoon p.83	1	Cmd SMG team	155
	3	7.5cm PaK40 gun	
DIVISIONAL SUPPORT			
Schwere Panzer Platoon p.71	1	Königtiger (Henschel)	345
Tank-hunter Platoon p.153	4	Marder III M	255
Light Panzerspäh Platoon p.91	1	Sd Kfz 223 (radio)	95
	2	Sd Kfz 222 (2cm)	
Rocket Launcher Battery p.159	1	Cmd SMG team	105
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
Anti-aircraft Gun Platoon p.161	2	Sd Kfz 10/5 (2cm) (armoured)	80

Grey Wolf (Revised) - German Late-War - Platoon Count: 8

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					
Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>
TANK-HUNTERS					
Marder III M	Standard Tank	0	0	0	AA MG.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>
ANTI-AIRCRAFT (SP)					
Sd Kfz 10/5 (2cm) (armoured)	Half-tracked	0	0	0	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
ARMoured CARS					
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG, Recce.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA 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.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

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.
Horch, Krupp, or Steyr Kfz 70 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

Light Panzerspäh Platoon - p.91

Light Panzerspah Platoons are Reconnaissance Platoons.

Panzerspah Patrols of a light Panzerspah Platoon operate as separate platoons, each with their own command team.

Rocket Launcher Battery - p.159

A Rocket Launcher Battery equipped with 30cm NW42 rocket launchers uses the Super-heavy Rockets rule on page 173.

Schwere Panzer Platoon - p.71

All the Schwere Panzer Platoons in your force must be entirely equipped with the same type of Tiger as your Schwere Panzerkompanie Command tank.

Remember to roll for your Tiger Ace Skill before each game.