

SCHWERE PANZERKOMPANIE (506.)

HEAVY TANK COMPANY

RELUCTANT VETERAN

TANK COMPANY

POINTS 1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ (506.) p.61	1	Königstiger (Henschel)	305
COMBAT PLATOONS			
Schwere Panzer Platoon (506.) p.61	1	Königstiger (Henschel)	300
Schwere Panzer Crew Platoon (506.) p.62	1	Cmd Panzerfaust Rifle team	140
	6	Panzerfaust Rifle team	
Schwere Panzer Crew Platoon (506.) p.62	1	Cmd Panzerfaust Rifle team	140
	6	Panzerfaust Rifle team	
DIVISIONAL SUPPORT			
Panzergrenadier Platoon p.73	1	Cmd Panzerfaust MG team	215
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1	
Volks Rocket Launcher Battery p.76 RELUCTANT TRAINED	1	Cmd SMG team	70
	1	Observer Rifle team	
	3	15cm NW41	
Heavy Anti-aircraft Gun Battery p.77 RELUCTANT TRAINED Allied Platoon	1	Cmd SMG team	220
	4	8.8cm FlaK36 anti-aircraft gun (8 crew)	
Air Support p.77	3	Sporadic Air Support Arado 234 B	110

Bridge at Remagen - German Late-War

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	

TANKS

Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
8.8cm KwK43 gun	40"/100cm	2	16	3+	Slow traverse.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 anti-aircraft gun (8 crew)	Immobile	40"/100cm	3	13	3+	Heavy anti-aircraft, Turntable.
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.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Arado 234 B	Bombs	4	6	1+	High-speed Jet.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Air Support - p.77

High-speed Jet

Ground attacks by Arado 234 B and 262 A2a aircraft cannot be intercepted using the Fighter Interception rule on page 179 of the rulebook.

Panzergrenadier Platoon - p.73

A Panzergrenadier Platoon may use the German Mounted Assault special rule on page 243 of the rulebook.

Schwere Panzer Platoon (506.) - p.61

A Schwere Panzer Platoon from the 506. Schwere Panzer Abteilung, uses the Tiger Ace special rules (see page 244 of the rulebook).

Schwere Panzerkompanie HQ (506.) - p.61

A Schwere Panzerkompanie does not use the German Kampfgruppe special rule.

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

A Schwere Panzerkompanie will Always Defend.

The Company Command tank from the 506. Schwere Panzer Abteilung always has two Tiger Ace Skills (see page 244 of the rulebook). Roll two dice and any roll of a 6 allows you to choose your Tiger Ace Skill.

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.