

# PANZERKOMPANIE (2.)

ARMoured COMPANY

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1675

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerkompanie HQ p.97	2	Panzer IV J	175
COMBAT PLATOONS			
Panther Platoon p.97	3	Panther G	560
Panzer Platoon p.98	4	Panzer IV J	350
SUPPORT PLATOONS			
Gepanzerte Panzergrenadier Platoon p.101	1	Cmd Panzerfaust MG team	305
	1	Tank-hunter team	
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1D half-track	
Panzerspäh Platoon (2.) p.107	2	Sd Kfz 234/2 (Puma)	100
Panzer Rocket Launcher Battery (2.) p.120	1	Cmd SMG team	105
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
Self-propelled Anti-aircraft Gun Platoon p.121	2	Sd Kfz 10/5 (2cm) (armoured)	80

Ardennes Offensive - 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>	
<b>TANKS</b>					
Panther A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
<i>7.5cm KwK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
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>
<b>ANTI-AIRCRAFT (SP)</b>					
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>
<b>ARMoured CARS</b>					
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
<b>TRUCKS</b>					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 251/1D 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 Panzergrenadier Platoon - p.101**

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.

### **Panzerkompanie HQ - p.97**

2. Panzerdivision, Panzer Lehr Division, 9. Panzerdivision, 116. Panzerdivision companies use all of the normal German special rules found on pages 241 to 245 of the rulebook. In addition, it also uses the following special rule.

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, 9. Panzerdivision, 116. 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.

### **Panzerspäh Platoon (2.) - p.107**

Panzerspäh Patrols are Reconnaissance Platoons.

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