

FELDHERRNHALLE PANZERGRENADIERKOMPANIE

FELDHERRNHALLE MOTORIZED INFANTRY COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Feldherrnhalle Panzergrenadierkompanie HQ p.135	1	Cmd SMG team	80
	1	Cmd Panzerfaust SMG team	
	1	Panzerschreck team	
COMBAT PLATOONS			
Feldherrnhalle Panzergrenadier Platoon p.135	1	Cmd Panzerfaust SMG team	190
	6	MG team	
Feldherrnhalle Panzergrenadier Platoon p.135	1	Cmd Panzerfaust SMG team	190
	6	MG team	
WEAPONS PLATOONS			
Feldherrnhalle Anti-tank Gun Platoon p.137	1	Cmd SMG team	155
	3	7.5cm PaK40 gun	
DIVISIONAL SUPPORT			
Feldherrnhalle Panzer Platoon p.131	4	Panzer IV/70 (A)	540
Tank-hunter Platoon p.153	4	Marder II	260
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 7/2 (3.7cm) (armoured)	110

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

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANK-HUNTERS					
Marder II	Standard Tank	1	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>
Panzer IV/70 (A)	Slow Tank	8	3	1	Hull MG, Overloaded, Schürzen.
<i>7.5cm PaK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>Hull mounted.</i>
ANTI-AIRCRAFT (SP)					
Sd Kfz 7/2 (3.7cm) (armoured)	Half-tracked	0	0	0	
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</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
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TRUCKS

Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
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VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Feldherrnhalle Panzergrenadier Platoon - p.135

Street Brawlers

Feldherrnhalle Company Command, 2iC Command and Platoon Command Infantry teams are Street Brawlers.

If there is no enemy Tank or Bunkers within 2"/5cm of a Street Brawler, the Street Brawler hits on a roll of 2+ in Assaults.

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.