

PIONIERKOMPANIE

ENGINEER COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1200

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Pionierkompanie HQ p.61	2	Cmd SMG team	45
COMBAT PLATOONS			
Pionier Platoon p.61	1 6	Cmd Pioneer Rifle team Pioneer Rifle team	165
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DIVISIONAL SUPPORT			
Panzer Platoon p.73	4	StuG G	380
Sturmpanzer Platoon p.152	3	Brummbär	210
Rocket Launcher Battery p.159	1 1 1 3 1 1	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41 5cm PaK38 gun Kfz 70 truck	135
Anti-aircraft Gun Platoon p.161	2	Sd Kfz 7/1 (Quad 2cm) (armoured)	100

Grey Wolf (Revised) - 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>	

ASSAULT-GUNS

Brummbär	Slow Tank	9	5	1	Hull MG, Overloaded, Schürzen.
<i>15cm StuH43 gun</i>	<i>16"/40cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted.</i>
StuG G or StuG IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>

ANTI-AIRCRAFT (SP)

Sd Kfz 7/1 (Quad 2cm) (armoured)	Half-tracked	0	0	0	
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

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.
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

Pionier Platoon - p.61

You may replace up to one Pioneer Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

Rocket Launcher Battery - p.159

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