

PANZERGRENADIERKOMPANIE

MOTORISED INFANTRY COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1800

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzergranadierkompanie HQ p.81	2	Cmd Panzerknacker SMG team	55
	1	Kfz 15 field car	
	1	Motorcycle & Sidecar	
COMBAT PLATOONS			
Panzergranadier Platoon p.81	1	Cmd Panzerfaust SMG team	195
	1	Kfz 15 field car	
	6	MG team	
	3	Kfz 70 truck	
Panzergranadier Platoon p.81	1	Cmd Panzerfaust SMG team	195
	1	Kfz 15 field car	
	6	MG team	
	3	Kfz 70 truck	
WEAPONS PLATOONS			
Panzergranadier Mortar Platoon p.82	1	Cmd SMG team	65
	1	Observer Rifle team	
	2	8cm GW34 mortar	
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	Königstiger (Henschel)	345
Tank-hunter Platoon p.153	4	Jagdpanzer IV	380
Armoured Heavy Artillery Battery p.158	1	Cmd SMG team	300
	1	Staff team	
	1	Kfz 15 field car	
	1	Kfz 68 radio truck	
	3	Hummel	
	1	Observer Rifle team	
	1	Sd Kfz 250	
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	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>
ARTILLERY (SP)					
Hummel	Standard Tank	1	1	0	AA MG, Protected ammo.
<i>15cm sFH18 howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>Smoke bombardment.</i>
TANK-HUNTERS					
Jagdpanzer 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 7/2 (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>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	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.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

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	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250 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

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.