

PANZERKOMPANIE

TANK COMPANY

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1800

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerkompanie HQ p.73	2	Panzer IV H	180
COMBAT PLATOONS			
Panzer Platoon p.73	3	Panzer IV H	270
Panzer Platoon p.73	3	StuG G	285
DIVISIONAL SUPPORT			
Schwere Panzer Platoon p.71	1	Königstiger (Henschel)	345
Gepanzerte Panzergrenadier Platoon p.77	1	Cmd MG team	220
	4	Sd Kfz 251/1	
	6	MG team	
Gepanzerte Panzerpionier Platoon p.87	1	Cmd Pioneer MG team	190
	1	Sd Kfz 251/1	
	4	Pioneer MG team	
	2	Sd Kfz 251/7 (Pioneer)	
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	3	Sd Kfz 10/5 (2cm)	90
Air Support p.162	3	Sporadic Air Support Hs 129B3	115

Grey Wolf (Revised) - German Late-War - Platoon Count: 7

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>
Panzer IV H	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>	
ASSAULT-GUNS					
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 10/5 (2cm)	Half-tracked	-	-	-	Gun shield.
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</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.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
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
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Hs 129B3	Cannon	4	15	3+	Flying Tank, No HE.
	MG	3	6	5+	

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.77

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.

Gepanzerte Panzerpionier Platoon - p.87

Only one Gepanzerte Panzerpionier Platoon in your Company may be equipped with Sd Kfz 251/1 (Stuka) half-tracks.

The company HQ of a Gepanzerte Panzerpionierkompanie and Gepanzerte Panzerpionier Platoons may use the Mounted Assault special rule.

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

Panzerkompanie HQ - p.73

You must field at least one Panzer Platoon or Panther Platoon entirely equipped with the same model of tank as the Company HQ.

Rocket Launcher Battery - p.159

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

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.