

ERSATZ PIONIERKOMPANIE

RESERVE ENGINEER COMPANY

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1720

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Ersatz Pionierkompanie HQ p.99	1	Cmd SMG team	50
	1	Cmd Panzerfaust SMG team	
COMBAT PLATOONS			
Ersatz Pionier Platoon p.99	1	Cmd Pioneer Rifle/MG team	260
	1	Pioneer Supply Maultier	
	9	Pioneer Rifle/MG team	
Ersatz Pionier Platoon p.99	1	Cmd Pioneer Rifle/MG team	160
	6	Pioneer Rifle/MG team	
DIVISIONAL SUPPORT			
Panzer Platoon p.73 CONFIDENT VETERAN	4	Panzer IV H	360
Veteran Tank-hunter Platoon p.154 CONFIDENT VETERAN	4	Hetzer	340
Veteran Tank-hunter Platoon p.154 CONFIDENT VETERAN	4	PaK40 auf RSO	225
Motorised Artillery Battery p.157 CONFIDENT VETERAN	1	Cmd SMG team	215
	1	Staff team	
	4	10.5cm leFH18/40 howitzer	
	2	Observer Rifle team	
	2	Kubelwagen	
Panzer Anti-aircraft Gun Platoon p.75 CONFIDENT VETERAN	2	Möbelwagen (3.7cm)	110

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					
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>	
TANK-HUNTERS					
PaK40 auf RSO	Slow Tank	0	0	0	
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>
Hetzer	Standard Tank	7	2	1	Hull MG, Overloaded.
<i>7.5cm PaK39 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>
ANTI-AIRCRAFT (SP)					
Möbelwagen (3.7cm)	Standard Tank	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
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
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+	
Rifle/MG team	16"/40cm	2	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

Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Opel Maultier	Half-tracked	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull 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

Ersatz Pionier Platoon - p.99

Panzerknacker Badge

All Pioneer teams in an Ersatz Pionier Platoon have Tank Assault 5.

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

Ersatz Pionierkompanie HQ - p.99

In Missions with the Prepared Positions special rule you may replace both Pioneer Supply Maultier half-tracks in your Ersatz Pionierkompanie HQ with one Anti-tank Obstacle at the start of the game before the opposing player places any Objectives. These are deployed using the Fortification Deployment rules (see page 262 of the rulebook). If you do not do this, both Pioneer Supply Maultier half-tracks in your Ersatz Pionierkompanie HQ must be attached out to Ersatz Pionier Platoons.

Veteran Tank-hunter Platoon - p.154

Shoot and Scoot:

Veteran Tank-hunter Platoons pass Skill Tests to make a Stormtroopers Move on a roll of 2+.

Veteran Tank-hunter Platoons may prepare alternate firing positions. At the start of the game choose a single piece of Concealing Area Terrain or Linear Obstacle that provides Concealment. If a Veteran Tank-hunter Platoon is placed from Ambush choose the terrain feature at the start of the Starting Step in the turn the ambushing platoon is placed. The selected terrain feature must be at least partially within your deployment area.

As long as the whole platoon remains Concealed within or behind the selected terrain feature, they may shoot using their full ROF when they move, as if they had not moved. If the platoon leaves the selected terrain feature, or is no longer Concealed from enemy teams other than aircraft, they lose the benefit of the Manoeuvre and Fire special rule for the remainder of the game.