

# PANZERSPÄHKOMPANIE

ARMoured CAR COMPANY

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1780

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Panzerspähkompanie HQ p.91	1	Sd Kfz 223 (radio)	1.7% 30
<b>COMBAT PLATOONS</b>			
Puma Panzerspäh Platoon p.92	2	Sd Kfz 234/2 (Puma)	5.6% 100
Light Panzerspäh Platoon p.91	1	Sd Kfz 223 (radio)	5.3% 95
	2	Sd Kfz 222 (2cm)	
Puma Panzerspäh Platoon p.92	2	Sd Kfz 234/2 (Puma)	5.6% 100
<b>WEAPONS PLATOONS</b>			
Panzergranadier Anti-tank Gun Platoon p.83	1	Cmd SMG team	8.7% 155
	3	7.5cm PaK40 gun	
<b>DIVISIONAL SUPPORT</b>			
Schwere Panzer Platoon p.71	1	Königtiger (Henschel)	19.4% 345
Tank-hunter Platoon p.153	4	Marder II	14.6% 260
Gepanzerte Panzerpionier Platoon p.87	1	Cmd Pioneer Panzerfaust SMG team	20.5% 365
	1	Sd Kfz 251/1	
	6	Pioneer MG team	
	3	Sd Kfz 251/7 (Pioneer)	
	2	Sd Kfz 251/1 (Stuka)	
Motorised Heavy Artillery Battery p.157	1	Cmd SMG team	9% 160
	1	Staff team	
	2	15cm sFH18 howitzer	
	1	Observer Rifle team	
	1	Kubelwagen	
Rocket Launcher Battery p.159	1	Cmd SMG team	4.2% 75
	1	Observer Rifle team	
	1	Kubelwagen	
	2	15cm NW41	
Luftwaffe Heavy Anti-aircraft Gun Platoon p.163 <b>RELUCTANT TRAINED</b> <b>Allied Platoon</b>	1	Cmd SMG team	5.3% 95
	1	Kfz 15 field car	
	2	8.8cm FlaK36 gun	
	2	Sd Kfz 7	

Grey Wolf (Revised) - German Late-War - v3 - Platoon Count: 10

# 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>	
<b>TANKS</b>					
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>
<b>TANK-HUNTERS</b>					
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>
<b>ARMoured CARS</b>					
Sd Kfz 234/2 (Puma)	Jeep	3	0	0	Co-ax MG, Recce.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>4+</i>	
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 sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
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.
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

Pioneer teams are rated as Tank Assault 4.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>TRUCKS</b>					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
<b>TRACTORS</b>					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 (Stuka) half-track	Half-tracked	1	0	0	Hull MG, AA MG.
<i>28cm sW40 Rocket Launcher</i>	<i>40"/100cm</i>	<i>-</i>	<i>3</i>	<i>1+</i>	<i>Hull mounted, Stuka zu Fuss.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.

## 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 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.

### **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.

### **Panzerspähkompanie HQ - p.91**

The Company Command vehicle of a Panzerspahkompanie Company HQ is a Reconnaissance team.

You must field at least one Combat Platoon equipped at least in part with the same vehicle as the Company HQ.

### **Puma Panzerspäh Platoon - p.92**

If your Panzerspahkompanie contains any Puma Panzerspah Platoons you may not take any Tracked Panzerspah Platoons.

Panzerspah Patrols of a Puma Panzerspah Platoon operate as separate platoons, each with their own command team.

Puma Panzerspah Platoons are Reconnaissance Platoons.

### **Rocket Launcher Battery - p.159**

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

### **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.