

# SCHWERE PANZERKOMPANIE

HEAVY TANK COMPANY

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1770

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ p.63	1	Tiger I E	12.7% 225
COMBAT PLATOONS			
Schwere Panzer Platoon p.63	2	Tiger I E	24.3% 430
Schwere Panzer Platoon p.63	2	Tiger I E	24.3% 430
SUPPORT PLATOONS			
HG Assault Gun Platoon p.43 <b>Allied Platoon</b>	3	StuH42	16.7% 295
HG Light Panzerspäh Platoon p.42 <b>Allied Platoon</b>	1	Sd Kfz 223 (radio)	5.9% 105
	2	Sd Kfz 222 (2cm)	
Rocket Launcher Battery p.145	1	Cmd SMG team	6.2% 110
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
	3	Sd Kfz 11	
HG Self-propelled Anti-aircraft Gun Platoon p.47 <b>Allied Platoon</b>	2	Sd Kfz 10/5 (2cm)	4% 70
Air Support p.147	3	Sporadic Air Support Bf 109E or FW 190F	5.9% 105

Fortress Italy - German Late-War - v3

# 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>					
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
<b>ASSAULT-GUNS</b>					
StuH42	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
<i>10.5cm StuH42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>2+</i>	<i>Hull mounted, Breakthrough gun, Smoke.</i>
<b>ANTI-AIRCRAFT (SP)</b>					
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>
<b>ARMoured CARS</b>					
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 NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

## INFANTRY TEAMS

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

## 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	-	-	-	

## AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Bf 109E or FW 190F	Cannon	3	7	5+	
	Bombs	4	5	2+	

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.



## SPECIAL RULES

### **HG Light Panzerspäh Platoon - p.42**

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

### **Schwere Panzer Platoon - p.63**

Remember to roll for your Tiger Ace Skills before each game.

### **Schwere Panzerkompanie HQ - p.63**

#### **Elite Troops**

Hermann Göring (or HG) Platoons may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

The Company Command tank always has two Tiger Ace Skills (see page 244 of the rulebook). Roll two dice and any roll of a 6 allows you to choose your Tiger Ace Skill.