

PANZERPIONIERKOMPANIE

MOTORISED ENGINEER COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

3000

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerpionierkompanie HQ p.89	2	Cmd Panzerfaust SMG team	7% 210
	1	Kfz 15 field car	
	1	Motorcycle & Sidecar	
	1	Panzerschreck team	
	2	Kfz 70 truck	
	2	8cm GW34 mortar	
	2	MG42 HMG	
	1	3-ton truck	
COMBAT PLATOONS			
Panzerpionier Platoon p.89	1	Cmd Pioneer Panzerfaust SMG team	8% 240
	1	Kfz 15 field car	
	1	Pioneer Supply 3-ton truck	
	6	Pioneer Rifle/MG team	
	3	Kfz 70 truck	
Panzerpionier Platoon p.89	1	Cmd Pioneer Panzerfaust SMG team	8% 240
	1	Kfz 15 field car	
	1	Pioneer Supply 3-ton truck	
	6	Pioneer Rifle/MG team	
	3	Kfz 70 truck	
Panzerpionier Platoon p.89	1	Cmd Pioneer Panzerfaust SMG team	6% 180
	1	Kfz 15 field car	
	1	Pioneer Supply 3-ton truck	
	4	Pioneer Rifle/MG team	
	2	Kfz 70 truck	
WEAPONS PLATOONS			
Gepanzerte Panzerpionier Platoon p.87	1	Cmd Pioneer Panzerfaust SMG team	12.3% 370
	1	Sd Kfz 251/1 (2.8cm)	
	1	Pioneer Supply 3-ton truck	
	6	Pioneer MG team	
	5	Sd Kfz 251/7 (Pioneer)	
	1	Sd Kfz 251/1 (Stuka)	
DIVISIONAL SUPPORT			
Schwere Panzer Platoon p.71	3	Tiger I E Warrior Otto Carius in Command Tiger I E Feldwebel Albert Kerscher commanding one Tiger I E	26.5% 795
Anti-tank Gun Platoon p.155	1	Cmd SMG team	6.8% 205
	4	7.5cm PaK40 gun	
Tracked Panzerspäh Platoon p.92	3	Panzer II L Luchs	3.8% 115
Motorised Artillery Battery p.157	1	Cmd SMG team	7% 210
	1	Staff team	
	4	10.5cm leFH18 howitzer	
	2	Observer Rifle team	
	2	Kubelwagen	
Armoured Rocket Launcher Battery p.160	1	Cmd SMG team	7% 210
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Kubelwagen	
	3	Panzerwerfer 42 (5+ crew - counts double)	
	1	5cm PaK38 gun	
	1	Sd Kfz 11	
Anti-aircraft Gun Platoon p.161	2	Sd Kfz 7/2 (3.7cm) (armoured)	3.7% 110
Air Support p.162	3	Sporadic Air Support Hs 129B	3.8% 115

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					
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>
ARTILLERY (SP)					
Panzerwerfer 42 (5+ crew - counts double)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
<i>15cm RW42 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>3</i>	<i>4+</i>	<i>Rocket launcher, Smoke bombardment.</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>
RECONNAISSANCE					
Panzer II L Luchs	Light Tank	3	1	1	Co-ax MG, Recce.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
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					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	
TRACTORS					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
ARMoured PERSONNEL CARRIERS					
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 251/11 (2.8cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>2.8cm sPzB41</i>	<i>16"/40cm</i>	<i>2</i>	<i>7</i>	<i>5+</i>	<i>Hull mounted, No HE.</i>

Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Hs 129B	Cannon	2	9	4+	Flying Tank.

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.

Panzerpionier Platoon - p.89

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.

Panzerpionierkompanie HQ - p.89

Note: The Infantry teams of the Company HQ are not Pioneer teams, they are too busy commanding for pioneer work.

Schwere Panzer Platoon - p.71

Otto Carius

Otto Carius, Tiger Ace is a Warrior, rated Confident Veteran. Carius replaces the Command Tiger I E tank in a Schwere Panzer Platoon (see Grey Wolf, page 71) for +100 points.

When rolling for Tiger Ace skills, Carius' Schwere Panzer Platoon does not roll for Tiger Ace skills because he has his own special rules below.

All the Schwere Panzer Platoons in your force must be entirely equipped with the same type of Tiger as your Schwere Panzerkompanie Command tank.

Carius may take Company Morale Checks as if he were the Company Command team if the Company Command team is Destroyed.

While Carius commands his platoon, he may re-roll any failed Platoon Morale Checks.

Carius' Schwere Panzer Platoon may re-roll any failed Motivation Tests to Counterattack in assaults.

Enemy teams do not benefit from Concealment when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains, and the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

Note: The Warrior Otto Carius and Feldwebel Albert Kerscher rules were published in Wargames Illustrated #290, and are also at the following URL: [Otto Carius](#). They are Version 3 approved.

Otto Carius may be either deployed as normal in his Tiger I E tank at the start of the game, or begin the game as a Kübelwagen Transport team.

While mounted in the Kübelwagen, Carius is a Recce team. If mounted in his Kübelwagen, Carius' Schwere Panzer Platoon must be held off-table at the beginning of the game, but counts as an on-table platoon for the purposes of the Reserves rules. Despite being modelled as a Kübelwagen, Carius counts as a on-table Fully-armoured Platoon for the Armoured Reserves rule (see page 269 of the rulebook).

At the start of any of your turns, you may deploy Carius' Schwere Panzer Platoon held off-table so that all of the platoon's tanks are within 6"/15cm of Carius' Kübelwagen. In addition, each Tiger I E tank must be:

- More than 16"/40cm away from all enemy teams, and
- Concealed or entirely out of Line of Sight of the enemy

Once deployed, Carius remounts his Tiger I E tank and fights as normal. Remove Carius' Kübelwagen. The Tigers placed on the table in this way can move and fight as normal during the turn they appear.

If Carius is Destroyed while mounted in his Kübelwagen, his Schwere Panzer Platoon is immediately placed in Reserve. Carius' Tiger becomes a normal Command Tiger I E tank that still uses the Every Shot Counts special rule, even though Carius has been Destroyed.

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

Tiger tanks in Carius' platoon re-roll any failed To Hit rolls when they shoot.

You may nominate one Tiger I E tank in Carius's Schwere Panzer platoon to be commanded by Feldwebel Albert Kerscher for +50 points.

In addition, while Kerscher is within Command Distance of Carius, Kerscher may use the Setting up the Shot special rule.

Tracked Panzerspäh Platoon - p.92

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

Tracked Panzerspäh Platoons are Reconnaissance Platoons.
