

German Panzerkompanie (2nd, 9nd, 116nd)

Tank Company, from Ardennen Offensive, page 96

		Morale	Points 1745	Platoons 6
Headquarters				
Panzerkompanie HQ (p.97)	CinC Panther G 2iC Panther G	CV	375	
Combat				
Panther Platoon (p.97)	Command Panther G 2x Panther G	CV	560	1
Panzer Platoon (p.98)	Command StuG G (late) 2x StuG G (late)	CV	295	1
Weapons				
Panzer Anti-Aircraft Gun Platoon (p.98)	Command Wirbelwind (Quad 2cm) Wirbelwind (Quad 2cm) (2nd 9nd Lehr)	CV	110	1
Support				
Gepanzerte Panzergrenadier Platoon (p.101)	Command Panzerfaust MG 4x Panzerfaust MG 3x Sd Kfz 251/1D half-track	CV	200	1
- Command Upgrade	Upgrade Command Panzerfaust MG to Command Panzerfaust SMG		0	
Panzerspäh Platoon (p.107)	Command Sd Kfz 234/2 Puma Sd Kfz 234/2 Puma	CV	100	1
Panzer Rocket Launcher Battery (2nd) (p.120)	Command SMG Observer Rifle Kübelwagen 3x 15cm NW41 rocket launcher	CV	105	1

German Tank Teams

Name	Mobility	Front	Side	Top	Notes
Weapon	Range	ROF	AT	Firepower	
Panther G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks
7.5cm KwK42 gun	32"/80cm	2	14	3+	
StuG G (late)	Standard Tank	7	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted
Wirbelwind (Quad 2cm)	Standard Tank	3	1	0	Hull MG
2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircraft
Sd Kfz 234/2 Puma	Jeep	3	0	0	Co-ax MG, Recce
5cm KwK39 gun	24"/60cm	2	9	4+	

German Gun Teams

Weapon	Mobility	Range	ROF	AntiTank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment

German Infantry Teams

Team	Range	ROF	Antitank	Firepower	Notes
MG	16"/40cm	3	2	6	ROF 2 if pinned down
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step
Rifle	16"/40cm	1	2	6	
SMG	4"/10cm	3	1	6	Full ROF when moving
Panzerfaust					

German Transport Teams

Name	Mobility	Front	Side	Top	Notes
Weapon	Range	ROF	AT	Firepower	
Kübelwagen	Jeep	-	-	-	
Sd Kfz 251/1D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG

Special Rules

Anti-aircraft

Rulebook, Page 181, 182

Co-ax MG

Rulebook, Page 113

Co-axial machine-guns may fire at the same time as the Main Gun it is mounted with, but only have ROF 1 if the Main Gun fires.

Hull MG

Rulebook, Page 113

The field of fire of a Hull MG includes everything in front of a line across the front of the vehicle's hull. A Hull MG cannot fire at the same time as a hull-mounted Main Gun.

Hull mounted

Rulebook, Page 83

A hull-mounted weapon mounted in the front of a vehicle has a 180-degree Field of Fire covering everything in front of a line drawn across the front of the vehicle. If the weapon is mounted at the rear of the vehicle, the Field of Fire covers everything to the rear of a line drawn across the rear of the vehicle.

Protected Ammo

Rulebook, Page 119

Tanks with Protected Ammo re-roll all failed Motivation Tests to Remount Bailed Out vehicles in the Starting Step (see page 102 of the main rulebook).

Recce

Rulebook, Page 193 - 196

Schürzen

Rulebook, Page 245

When a tank that is protected by Schürzen is hit by a weapon with a Firepower of 5+ or 6 on the Side armour by shooting and fails its Armour Save, roll a special 4+ Schürzen save:- If the save is successful the Schürzen protects the tank from the side shot.- If the save is not successful the shot penetrated the side armour as normal.

Tank Assault 6

Rulebook, Page 157, 169

Wide Tracks

Rulebook, Page 61

If a vehicle with Wide Tracks becomes Bugged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+ the vehicle immediately frees itself and continues moving.
