

# GEPANZERTE PANZERPIONIERKOMPANIE(HEER)

ARMoured MOTORISED PIONEER COMPANY

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1625

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Gepanzerte Panzerpionierkompanie HQ(Heer) p.53	2	Cmd SMG team	6.2% 100
	3	Sd Kfz 251/1C	
	1	Anti-tank Rifle team	
<b>COMBAT PLATOONS</b>			
Gepanzerte Panzerpionier Platoon(Heer) p.53	1	Cmd Pioneer MG team	20.6% 335
	1	Sd Kfz 251/1C	
	1	Pioneer Supply 3-ton truck	
	6	Pioneer MG team	
	6	Sd Kfz 251/7 (Pioneer)	
Panzerpionier Platoon(Heer) p.55	1	Cmd Pioneer Panzerknacker SMG team	15.7% 255
	1	Kfz 15 field car	
	6	Pioneer MG team	
	3	Kfz 70 truck	
	1	Pioneer Supply 3-ton truck	
Gepanzerte Heavy Platoon(Heer) p.42	1	Cmd SMG team	6.2% 100
	1	Sd Kfz 251/1C	
	2	MG42 HMG	
	1	Sd Kfz 251/1C (HMG) half-track	
<b>DIVISIONAL SUPPORT</b>			
1943 Schwere Panzer Platoon(Heer) p.29	1	Tiger IE	23.7% 385
Anti-tank Gun Platoon(Heer) p.87	1	Cmd SMG team	9.8% 160
	4	5cm PaK38 gun	
Light Panzerspäh Platoon(Heer) p.57	1	Sd Kfz 223 (radio)	6.8% 110
	2	Sd Kfz 221 (2.8cm)	
Rocket Launcher Battery(Heer) p.90	1	Cmd SMG team	7.1% 115
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
Light Anti-aircraft Gun Platoon(Heer) p.89	2	Sd Kfz 10/5 (2cm)	4% 65

Eastern Front (v3) - German Mid-War - v3 - Platoon Count: 8

# 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, Unreliable.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</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 221 (2.8cm)	Wheeled	0	0	0	Recce.
<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 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.
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.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	2	4	6+	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

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.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 251/1C (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG carrier, Passenger-fired AA MG.
Sd Kfz 251/1C half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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

### **1943 Schwere Panzer Platoon(Heer) - p.29**

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

### **Gepanzerte Heavy Platoon(Heer) - p.42**

Gepanzerte Panzergrenadier Heavy Platoons may make Combat Attachments to Gepanzerte Panzergrenadier Platoons and Gepanzerte Panzerpionier Platoons taken as Combat Platoons.

### **Gepanzerte Panzerpionier Platoon(Heer) - p.53**

Gepanzerte Pionier Platoons may use the Mounted Assault special rule on page 96.

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.

### **Gepanzerte Panzerpionierkompanie HQ(Heer) - p.53**

The Company HQ of a Gepanzerte Panzerpionierkompanie may use the Mounted Assault special rule on page 96.

### **Light Panzerspäh Platoon(Heer) - p.57**

Light Panzerspäh Platoons are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, each Light Panzerspäh, Half-tracked Panzerspäh, Tracked Panzerspäh or Heavy Panzerspäh Platoon deploy at the same time as a single platoon. For example, this means that you treat the entire Panzerspäh Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

### **Panzerpionier Platoon(Heer) - p.55**

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.