

PANZERKOMPANIE (SS)

ARMOURED COMPANY

FEARLESS

VETERAN

TANK COMPANY

POINTS

1595

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerkompanie (SS) HQ p.34	2	Panzer IV H	12.5% 200
COMBAT PLATOONS			
Panzer Platoon (SS) p.35	3	Panzer IV H	18.8% 300
Panzer Platoon (SS) p.35	3	Panzer IV H	18.8% 300
DIVISIONAL SUPPORT			
Heavy Tank Platoon (SS) p.48	2	Tiger I E	30.1% 480
Assault Gun Platoon (SS) p.50	2	StuG G	13.5% 215
Air Support p.48	3	Sporadic Air Support Ju 87G Stuka	6.3% 100

Flames of War v3 Forces (v3) - German Late-War - v3 - Platoon Count: 4

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					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	
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>
ASSAULT-GUNS					
StuG G or StuG IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Ju 87G Stuka	Cannon	3	11	4+	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Heavy Tank Platoon (SS) - p.48

A Heavy Tank Platoon uses the Tiger Aces rule (see page 244 of the rulebook). Roll for your Tiger Ace Skills before each game.

1 - Schnell! The platoon may make Stormtroopers moves on a roll of 2+.

2 - Clever Hans! Tanks in this platoon re-roll failed Bogging Checks to cross Rough Terrain and Skill Tests to free a Bugged Down tank. If they have Wide Tracks (see page 61), they roll to Free themselves (see page 44) after re-rolling the Bogging Check.

3 - For the Fatherland! The platoon passes Motivation Tests on a roll of 2+.

4 - Every Shot Counts! Tiger tanks in this platoon re-roll any failed roll to hit when they shoot.

5 - Rapid Fire! The 8.8cm tank guns of the Tiger tanks in this platoon have ROF 3.

6 - Top Ace! Roll again to determine the platoon's Tiger Ace Skill. If you roll 6 again, you may choose the platoon's skill.

In addition, Roll a third time to generate an extra skill specifically for the Platoon Command tank. This gives the platoon commander two Tiger Ace Skills (the one for the platoon as a whole, and their own one specific to them). If you roll a 6 or the same number as the platoon's Tiger Ace Skill, you may choose the platoon commander's extra skill.

Panzer Platoon (SS) - p.35

You must field at least one Panzer Platoon entirely equipped with the same model of tank as the Company HQ.
