

# PANZERKOMPANIE (HEER)

LIGA FASE 3

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1775

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzerkompanie (Heer) HQ p.34	2	Panzer IV H	10.1% 180
COMBAT PLATOONS			
Panzer Platoon (Heer) p.35	4	Panther A	42.3% 750
Panzer Platoon (Heer) p.35	3	Panzer IV H	15.2% 270
DIVISIONAL SUPPORT			
Heavy Tank Platoon (Heer) p.48	1	Königtiger (Henschel)	19.4% 345
Gepanzerte Panzergrenadier Platoon (Heer) p.37	1	Cmd Panzerfaust SMG team	13% 230
	1	Sd Kfz 251/10 (3.7cm)	
	6	MG team	
	3	Sd Kfz 251/1	

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>	
<b>TANKS</b>					
Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>
Panther A	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
<i>7.5cm KwK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
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>	

## 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.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/10 (3.7cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>3.7cm PaK36</i>	<i>16"/40cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	<i>Hull mounted.</i>

## 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

### **Gepanzerte Panzergrenadier Platoon (Heer) - p.37**

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule (see page 243 of the rulebook).

### **Heavy Tank Platoon (Heer) - 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 Bogged 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 (Heer) - p.35**

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