

SCHWERE PANZERKOMPANIE (510.)

HEAVY TANK COMPANY

RELUCTANT TRAINED

TANK COMPANY

POINTS 1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ (510.) p.61	2	Königstiger (Henschel)	24.1% 430
COMBAT PLATOONS			
Schwere Panzer Platoon (510.) p.61	2	Königstiger (Henschel)	24.1% 430
Schwere Panzer Platoon (510.) p.61	1	Königstiger (Henschel)	12% 215
DIVISIONAL SUPPORT			
Ersatz SS-Panzer Platoon p.69 FEARLESS TRAINED Allied Platoon	4	Panzer III L or M	12.3% 220
	4	Schürzen sideskirts	
Volksgrenadier Platoon (T) p.74	1	Cmd Panzerfaust Assault Rifle team	10.1% 180
	4	Panzerfaust Assault Rifle team	
	2	Panzerfaust MG team	
	1	Panzerschreck team	
Volkssturm Platoon p.74 RELUCTANT CONSCRIPT Allied Platoon	1	Cmd Panzerfaust Rifle team	5.6% 100
	7	Panzerfaust Rifle team	
	1	MG08/15 LMG	
Volks Rocket Launcher Battery p.76	1	Cmd SMG team	4.8% 85
	1	Observer Rifle team	
	3	21cm NW42	
Light Anti-aircraft Gun Battery p.77 Allied Platoon	1	Cmd SMG team	7% 125
	6	3.7cm FlaK43 gun	

Bridge at Remagen - German Late-War - v3 - Platoon Count: 6

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					
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>
Ersatz Panzer III L or M	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Unreliable.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>9</i>	<i>4+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket Launcher.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6+	ROF 2 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Assault Rifle team	8"/20cm	3	1	6+	Full ROF when moving.
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+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Ersatz SS-Panzer Platoon - p.69

Tanks in a Ersatz SS-Panzer Platoon are Unreliable and do not use the Mission Tactics or Stormtroopers special rules.

Schwere Panzer Platoon (510.) - p.61

Tanks from the 510. Schwere Panzer Abteilung **do not** use the Tiger Ace special rule.

Schwere Panzerkompanie HQ (510.) - p.61

A Schwere Panzerkompanie does not use the German Kampfgruppe special rule.

A Schwere Panzerkompanie uses all of the German special rules on page 241 to 245 of the rulebook (except for Kampfgruppe). In addition, it also uses the following special rules.

A Schwere Panzerkompanie will Always Defend.

Tanks from the 510. Schwere Panzer Abteilung do not use the Tiger Ace special rule.

Volkssturm Platoon - p.74

Local Militia

Volkssturm Platoons **do not** use the German Stormtrooper or Mission Tactics special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

In addition, a Volkssturm Platoon always begins the game in Prepared Positions.

Volkssturm Platoons in your force are Allies and follow the Allied Platoons rules on page 70 of the rulebook.