

SCHWERE PANZERKOMPANIE (506.)

HEAVY TANK COMPANY

RELUCTANT VETERAN

TANK COMPANY

POINTS 1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ (506.) p.61	1	Königstiger (Henschel)	17.1% 305
COMBAT PLATOONS			
Schwere Panzer Platoon (506.) p.61	1	Königstiger (Henschel)	16.8% 300
DIVISIONAL SUPPORT			
Panzer Platoon p.72	3	Panzer IV J	12.9% 230
Panzer Platoon p.72	3	Panther G	28.3% 505
Volkssturm Platoon p.74 RELUCTANT CONSCRIPT Allied Platoon	1 7 1	Cmd Panzerfaust Rifle team Panzerfaust Rifle team MG08/15 LMG	5.6% 100
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Volks Light Artillery Battery (V) p.75	1 1 1 3	Cmd SMG team Staff team Observer Rifle team 10.5cm leFH18/40 howitzer	7.6% 135
Air Support p.77	3	Sporadic Air Support Arado 234 B	6.2% 110

Bridge at Remagen - 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					
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 or G	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 J	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>	<i>Slow traverse.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Smoke, Breakthrough gun.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
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
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Arado 234 B	Bombs	4	6	1+	High-speed Jet.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Air Support - p.77

High-speed Jet

Ground attacks by Arado 234 B and 262 A2a aircraft cannot be intercepted using the Fighter Interception rule on page 179 of the rulebook.

Schwere Panzer Platoon (506.) - p.61

A Schwere Panzer Platoon from the 506. Schwere Panzer Abteilung, uses the Tiger Ace special rules (see page 244 of the rulebook).

Schwere Panzerkompanie HQ (506.) - 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, also uses the following special rules.

A Schwere Panzerkompanie will Always Defend.

The Company Command tank from the 506. Schwere Panzer Abteilung always has two Tiger Ace Skills (see page 244 of the rulebook). Roll two dice and any roll of a 6 allows you to choose your Tiger Ace Skill.

Volks Light Artillery Battery (V) - p.75

A Light Artillery Battery may not be placed from Ambush within 16"/40cm of enemy teams.

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.