

Panzerkompanie (Lehr)

Confident Veteran

USA - Phil Messier - German - Tank

German

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Panzerkompanie HQ (Lehr) - p.9	2	Panzer IV J	175
Combat Platoons			
Panzer Platoon (Lehr) - p.10	4	Panzer IV J	350
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Support Platoons			
Gepanzerte Aufklärungs Platoon - p.17	1 3 4	Cmd Panzerfaust MG team Sd Kfz 250 Panzerfaust MG team	200
Panzerspäh Platoon (Lehr) - p.18	2 2	Sd Kfz 234/1 (2cm) Sd Kfz 231 (8-rad)	145
Volks Rocket Launcher Battery - p.33 Reluctant Trained	1 1 1 3	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41	70
Motorised Artillery Battery (Lehr) - p.30	1 1 1 1 2 2 1	Cmd SMG team Kubelwagen Staff team Kfz 68 radio truck 10.5cm leFH18/40 howitzer Sd Kfz 11 Panzer IV J OP	140
Company Points:			1780

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Source document: Panzers to the Meuse PDF

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Tanks					

Panzer IV J	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	Slow traverse.

Artillery (SP)

Panzer IV J OP	Standard Tank	6	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	1	11	3+	Slow traverse.

Armoured Cars

Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	

Reconnaissance

Sd Kfz 234/1 (2cm)	Jeep	3	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

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.
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.
Transport Teams					
Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Tractors					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Armoured Personnel Carriers					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Vehicle Machine-guns					
Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Special Rules

Gepanzerte Aufklärungs Platoon - p.17

Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule.

Panzerkompanie HQ (Lehr) - p.9

A player commanding an Aufklärungsschwadron or a Panzerkompanie supported by one or more Gepanzerte Aufklärungs Platoons must Always Attacks (see page 257 of the rulebook).

An Aufklärungsschwadron or a Panzerkompanie supported by one or more Gepanzerte Aufklärungs Platoons uses the Spearhead Deployment rule (see page 261 in the rulebook) with all of their Gepanzerte Aufklärungs Platoons (including attached teams), 2. Panzerdivision Panther Platoons or Panzer Lehr Division Panzer Platoons.

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

Panzerspäh Platoon (Lehr) - p.18

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

Volks Rocket Launcher Battery - p.33

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.