

1750 Pts - Panzergrenadierkompanie - Tim White

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Company HQ	1									Confident Veteran	CHQ	75
HQ Section	1		4"/10cm	3	1	6						[75]
Company Command SMG team 2iC Command SMG team												
SdKfz 251/1	2	Half-tracked					1	0	0			[40]
Equipment: Hull MG Notes: Passenger-fired AA MG												
Hull MG	2		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Armoured Panzergrenadier Platoon	1									Confident Veteran	Combat	285
HQ Section	1		4"/10cm	3	1	6						[50]
Equipment: Panzerfaust Command SMG team												
Panzerfaust	1		4"/10cm	1	12	5+						[10]
Notes: Tank Assault 6												
SdKfz 251/10	1	Half-tracked					1	0	0			[20]
Equipment: 3.7cm tank gun Notes: Passenger-fired AA MG												
3.7cm PaK36	1		24"/60cm	2	6	4+						[0]
Panzergrenadier	3		16"/40cm	3	2	6						[235]
2 x MG teams												
SdKfz 251/1	3	Half-tracked					1	0	0			[60]
Equipment: Hull MG Notes: Passenger-fired AA MG												
Hull MG	3		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Armoured Panzergrenadier Platoon	1									Confident Veteran	Combat	285
HQ Section	1		4"/10cm	3	1	6						[50]
Equipment: Panzerfaust Command SMG team												
Panzerfaust	1		4"/10cm	1	12	5+						[10]
Notes: Tank Assault 6												
SdKfz 251/10	1	Half-tracked					1	0	0			[20]
Equipment: 3.7cm tank gun Notes: Passenger-fired AA MG												
3.7cm PaK36	1		24"/60cm	2	6	4+						[0]
Panzergrenadier	3		16"/40cm	3	2	6						[235]
2 x MG teams												
SdKfz 251/1	3	Half-tracked					1	0	0			[60]
Equipment: Hull MG Notes: Passenger-fired AA MG												
Hull MG	3		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Armoured Heavy	1									Confident Veteran	Weapons	290
HQ Section	1		4"/10cm	3	1	6						[40]
Command SMG team												
SdKfz 251/1	1	Half-tracked					1	0	0			[20]
Equipment: Hull MG Notes: Passenger-fired AA MG												
Hull MG	1		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Machine-gun Section	2	Man-packed	24"/60cm	6	2	6						[160]
2 x HMG teams												
SdKfz 251/1	2	Half-tracked					1	0	0			[40]
Equipment: Hull MG Notes: Passenger-fired AA MG												
Hull MG	2		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Gun Section	1											[90]
SdKfz 251/9	2	Half-tracked					1	0	0			[90]
Equipment: 7.5cm KwK37 gun, Rear AA MG												
7.5cm KwK37 gun	2		24"/60cm	2	9	3+						[0]
Rear AA MG	2		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Heavy Tank Platoon	1									Confident Veteran	Support	430
		Tiger Ace Skills: 1. Schnell 2. Clever Hans 3. For the Fatherland 4. Every Shot Counts 5. Rapid Fire 6. Top Ace										
Tiger I E	2	Fully-tracked					9	8	2			[430]
		Equipment: 8.8cm KwK36 gun, Co-ax MG, Hull MG Notes: Protected Ammo, Slow Traverse, Wide tracks , Slow										
8.8cm KwK36 gun	2		40"/100cm	2	13	3+						[0]
Co-ax MG	2		16"/40cm	3	2	6						[0]
		Notes: ROF 1 if other weapons fire.										
Hull MG	2		16"/40cm	3	2	6						[0]
		Notes: ROF 1 if other weapons fire.										
Assault Gun Platoon	1									Confident Veteran	Support	285
StuG G or StuG IV	3	Fully-tracked					7	3	1			[285]
		Equipment: 7.5cm StuK40 gun, Hull MG Notes: Schürzen , Protected Ammo										
7.5cm StuK40 gun	3		32"/80cm	2	11	3+						[0]
Hull MG	3		16"/40cm	3	2	6						[0]
		Notes: ROF 1 if other weapons fire.										
Schürzen	3											[0]
Anti-aircraft Gun Platoon	1									Confident Veteran	Support	100
SdKfz 7/2	2	Half-tracked										[100]
		Equipment: 3.7cm FlaK43 gun										
3.7cm FlaK43 gun	2		24"/60cm	4	6	4+						[0]
		Notes: Anti-aircraft										
											Total Cost:	1750

Option Footnotes

Special Rules	
Anti-aircraft	Anti-aircraft weapons can fire at aircraft
Passenger-fired AA MG	Can only shoot if there are passengers mounted in the vehicle. A team that fires a passenger-fired machine weapon cannot dismount in the same turn, except to escape the destruction of their vehicle.
Protected Ammo	
Schürzen	When a tank protected by Schürzen is hit on its side armour by an infantry team's shooting and fails its Armour Save, roll a special 4+ Schürzen save.
Slow	Slow vehicles may only move 8"/20cm per turn.
Slow Traverse	Slow traverse
Wide tracks	If a tank with wide tracks becomes Bugged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Validation Report

Briefing: Festung Europa; Company Type: Armoured; Division: Generic

List satisfies all enforced validation rules

Group	Min	Max	Used
Company	1	0	1
Headquarters			
Combat Platoons	0	0	2
Weapons Platoons	0	0	1
Support Platoons	0	0	3