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 Home: Aiken, South Carolina
 Club: All American Gamers

HQ: 75
 Combat: 725
 Weapon: 0
 Spt A&B: 590
 Support A: 360
 Support B: 340

16. Panzer



Force/List Source: German Panzerpionierkompanie
 East Front

List A Pts: 1750
 List B Pts: 1730

	Teams	Points	Mobility	Range	ROF	AT	FP	Front	Side	Top	Armor	Morale/Training/Notes	
HQ	Panzerpionierkompanie HQ	45										Confident Veteran	
	Company Command Pioneer SMG with Panzerknacker	5	Foot	4"	3	1	6					Full ROF when moving, Tank Assault 5	
	1 x Kfz 15 Field Car for Command Team		Jeep					-	-	-			
	2IC Command Pioneer SMG with Panzerknacker	5	Foot									Full ROF when moving, Tank Assault 5	
	1 x Motorcycle and sidecar for Command Team		Jeep										
Combat Platoon	Anti-Tank Rifle Team	20	Foot	16"	2	4	6						
	1 x Kfz 70 Truck for ATR Team		Wheel					-	-	-			
	Panzerpionier Platoon (3SQ)	225										Confident Veteran	
	1 x Command Pioneer SMG Team with Panzerknacker	5	Foot	4"	3	1	6					Full ROF when moving, Tank Assault 5	
	1 x Kfz 15 Field Car for Command Team		Jeep					-	-	-			
Combat Platoon	6 x Pioneer MG Teams		Foot	16"	3	2	6					Tank Assault 4	
	May replace one team/sq with a F/T before deployment		Foot	4"	2	-	6					Flame-Thrower	
	3 x Kfz 70 Trucks for MG Teams		Wheel					-	-	-			
	Goliath (see page 216 of the main rule book)	30				5/1	2/4	0	0	0		See below	
	Combat Platoon	Panzerpionier Platoon (3SQ)	225										Confident Veteran
1 x Command Pioneer SMG Team with Panzerknacker		5	Foot	4"	3	1	6					Full ROF when moving, Tank Assault 5	
1 x Kfz 15 Field Car for Command Team			Jeep					-	-	-			
6 x Pioneer MG Teams			Foot	16"	3	2	6					Tank Assault 4	
May replace one team/sq with a F/T before deployment			Foot	4"	2	-	6					Flame-Thrower	
Combat Platoon	3 x Kfz 70 Trucks for MG Teams		Wheel					-	-	-			
	Goliath (see page 216 of the main rule book)	30				5/1	2/4	0	0	0		See below	
	Combat Platoon	Panzergranadier Heavy Platoon (2 MG Sections)	140										Confident Veteran
		1 x Command SMG Team		Foot	4"	3	1	6					Full ROF when moving
		1 x Kfz 15 Field Car for Command Team		Jeep					-	-	-		
4 x MG42 HMG Teams (2 sections)			Foot	24"	6	2	6					ROF 2 when pinned, Man-Packed	
2 x Kfz 70 Trucks for HMG Teams			Wheel					-	-	-			
Support List A&B	2 x 8cm GW34 Mortar (1 section)	65	Foot	40"	-	2	6					Smoke Bombardment, Man-Packed	
	2 x Kfz 70 Trucks for Mortar Teams		Wheel					-	-	-			
	1 x Observer Rifle Team (Independent Team)		Foot	16"	1	2	6					Observers have cautious movement	
	1 x Kubelwagen for observer team		Jeep					-	-	-			
	Support List A&B	Assault Tank Platoon	200										Confident Veteran
2 x StuIG33B (15cm sig33 gun)			Full Track	16"	1	13	1	7	4	1		Hull MG, Slow, Bunker Buster, Hull Mounted	
Support List A&B	Looted Panzer Platoon	140										Confident Trained	
	1 x KV-1e (7.62cm KwK(r) gun)		Full Track	32"	2	9	3	9	8	2		Co-ax & Hull MG, Turret-rear MG Limited vision, Unreliable	
Support List A&B	Rocket Launcher Battery	115										Confident Veteran	
	1 x Command SMG Team		Foot	4"	3	1	6					Full ROF when moving	
	3 x 15cm NW41		Light Gun	64"	-	3	4					Smoke Bombardment	
	1 x Observer Rifle Team (Independent Team)		Foot	16"	1	2	6					Observers have cautious movement	
Support List A&B	1 x Kubelwagen for observer team		Jeep					-	-	-			
	Limited Air Support	135										Limited	
Support List A&B	Ju 87D Stuka					5	1					Bombs, 4+ to hit (1942 Compliant)	
	Support List A Only	Tank-hunter Platoon	360										Confident Veteran
4 x Marder III H (7.5cm PaK40 gun)			Full Track	32"	2	12	3	1	0	0		Hull MG, Hull mounted	
Support List B Only	Assault Gun Platoon	340										Confident Veteran	
	2 x StuG F/8 (7.5cm Stuk40 gun)		Full Track	32"	2	11	3	7	3	1		Hull MG, Protected Ammo, Hull mounted	

Goliaths - Assign to team, can not target separately. Launch up to 12" at start of shooting step Stay in LOS and can't enter/cross rough. Defensive Fire from TEAMS within template Cannot be pinned, ignore bailed out results. Use template - auto hits all teams, pins pits Inf/Gun teams - no save, FP if in hard cover Armoured vehicles use top armour Unarmoured vehicles destroyed 1st AT/FP used if adjacent, 2nd if not.

