

1750 Pts - Panzergrenadierkompanie - Brian Burgess Gamevault 04 October 2008

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Company HQ	1									Confident Veteran	CHQ	90
HQ Section	1		4"/10cm	3	1	6						[65]
Equipment: Panzerfaust Company Command SMG team 2iC Command SMG team												
Panzerfaust	2		4"/10cm	1	12	5+						[20]
Notes: Tank Assault 6												
Motorcycle and sidecar	1	Jeep										[5]
Kfz 15	1	Jeep										[5]
Anti-tank Section	1											[25]
Panzerschreck team	1		8"/20cm	2	11	5+						[20]
Kfz 70	1	Wheeled										[5]
Panzergrenadier Platoon	1									Confident Veteran	Combat	215
HQ Section	1		4"/10cm	3	1	6						[35]
Equipment: Panzerfaust Command SMG team												
Panzerfaust	1		4"/10cm	1	12	5+						[10]
Notes: Tank Assault 6												
Kfz 15	1	Jeep										[5]
Panzergrenadier	3		16"/40cm	3	2	6						[180]
2 x MG teams												
Kfz 70	3	Wheeled										[15]
Panzergrenadier Platoon	1									Confident Veteran	Combat	215
HQ Section	1		4"/10cm	3	1	6						[35]
Equipment: Panzerfaust Command SMG team												
Panzerfaust	1		4"/10cm	1	12	5+						[10]
Notes: Tank Assault 6												
Kfz 15	1	Jeep										[5]
Panzergrenadier	3		16"/40cm	3	2	6						[180]
2 x MG teams												
Kfz 70	3	Wheeled										[15]
Light Anti-aircraft Gun Platoon	1									Confident Veteran	Weapons	80
SdKfz 10/5	2	Half-tracked					0	0	0			[80]
Equipment: 2cm FlaK38 gun												
2cm FlaK38 gun	2		16"/40cm	4	5	5+						[0]
Notes: Anti-aircraft												
Armoured Car Patrol	1									Confident Veteran	Support	80
Notes: Recce												
SdKfz 231	2	Half-tracked					2	0	0			[80]
Equipment: 2cm KwK38 gun, Co-ax MG												
2cm KwK38 gun	2		16"/40cm	3	5	5+						[0]
Co-ax MG	2		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
Assault Gun Platoon	1									Confident Veteran	Support	380
StuG G or StuG IV	4	Fully-tracked					7	3	1			[380]
Equipment: 7.5cm StuK40 gun, Hull MG Notes: Schürzen , Protected Ammo												
7.5cm StuK40 gun	4		32"/80cm	2	11	3+						[0]
Hull MG	4		16"/40cm	3	2	6						[0]
Notes: ROF 1 if other weapons fire.												
<i>Schürzen</i>	4											[0]

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.										
Armoured Artillery Battery	1									Confident Veteran	Support	260
HQ Section	1		4"/10cm	3	1	6						[30]
		Command SMG team										
Staff team	1											[5]
Kfz 15	1	Jeep										[5]
Kfz 68 radio truck	1	Wheeled										[5]
Observer team	1		16"/40cm	1	2	6						[20]
SdKfz 250/1	1	Half-tracked					1	0	0			[10]
		Equipment: Hull MG Notes: Passenger-fired AA MG										
Hull MG	1		16"/40cm	3	2	6						[0]
		Notes: ROF 1 if other weapons fire.										
Wespe	3	Fully-tracked					1	1	0			[210]
		Equipment: 10.5cm leFH18M howitzer, AA MG Notes: Protected Ammo										
10.5cm leFH18M howitzer	3		24"/60cm	1	10	2+						[0]
		Notes: Smoke										
Firing bombardments	3		72"/180cm		4	4+						[0]
		Notes: Smoke bombardment										
AA MG	3		16"/40cm	3	2	6						[0]
		Notes: ROF 1 if other weapons fire., Self-defence 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	
Recce	Recce troops can use the Reconnaissance rules to avoid enemy fire.
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.
Self-defence anti-aircraft	Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.
Slow	Slow vehicles may only move 8"/20cm per turn.
Slow Traverse	Slow traverse
Smoke	Weapons with smoke ammunition may fire smoke rather than their normal shooting.
Smoke bombardment	
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: *Motorised*; 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	4