

SCHWERE PANZERKOMPANIE (510.)

HEAVY TANK COMPANY

RELUCTANT TRAINED

TANK COMPANY

POINTS 1525

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ (510.) p.61	2	Königstiger (Henschel)	28.2% 430
COMBAT PLATOONS			
Schwere Panzer Platoon (510.) p.61	1	Königstiger (Henschel)	14.1% 215
Schwere Panzer Platoon (510.) p.61	1	Königstiger (Henschel)	14.1% 215
Schwere Panzer Crew Platoon (510.) p.62	1 6	Cmd Panzerfaust Rifle team Panzerfaust Rifle team	7.2% 110
DIVISIONAL SUPPORT			
Ersatz SS-Panzer Platoon p.69 FEARLESS TRAINED Allied Platoon	2 2 2	Panzer III L or M Panzer III N Schürzen sideskirts	13.8% 210
Volkssturm Platoon p.74 RELUCTANT CONSCRIPT Allied Platoon	1 7 1	Cmd Panzerfaust Rifle team Panzerfaust Rifle team MG08/15 LMG	6.6% 100
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Volks Rocket Launcher Battery p.76 Player note: -5pts for Command Team rebate	1 1 3	Cmd SMG team Observer Rifle team 15cm NW41	4.6% 70
Light Anti-aircraft Gun Battery p.77 Allied Platoon Player note: -5pts for Command Team rebate	1 4	Cmd SMG team 2cm Flakvierling 38 gun	4.9% 75

Bridge at Remagen - German Late-War - v4

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>
Ersatz Panzer III L or M	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Unreliable.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>9</i>	<i>4+</i>	
Ersatz Panzer III N	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Unreliable.
<i>7.5cm KwK37 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
15cm NW41 rocket launcher	Light	64"/160cm	-	2	3+	Rocket Launcher, 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.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Ersatz SS-Panzer Platoon - p.69

Vehicles from an Ersatz SS-Panzer Platoon and an Ersatz Schwere Panzer Platoon are all rated Unreliable (see page 67 of the rulebook) and do not benefit from either Tiger Ace or Wide-tracks.

Schwere Panzer Platoon (510.) - p.61

Tanks from the 510. Schwere Panzer Abteilung **do not** use the Tiger Ace special rule.

Schwere Panzerkompanie HQ (510.) - p.61

A Schwere Panzerkompanie uses all of the German special rules on page 71 of the rulebook. In addition, also uses the following special rules.

Tanks from the 510. Schwere Panzer Abteilung do not use the Tiger Ace special rule.

Volkssturm Platoon - p.74

Local Militia

A Volkssturm Unit does not use the Stormtroopers special rule. Instead, Volkssturm Units always begin the game on the table. All Volkssturm Units are counted as having a value of 0 points when determining how many Units are to be held On Table and held in Reserves in your force.