

SCHWERE PANZERKOMPANIE (510.)

HEAVY TANK COMPANY

RELUCTANT TRAINED

TANK COMPANY

POINTS 1540

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Schwere Panzerkompanie HQ (510.) p.61	2	Königstiger (Henschel)	27.9% 430
COMBAT PLATOONS			
Schwere Panzer Platoon (510.) p.61	1	Königstiger (Henschel)	14% 215
Schwere Panzer Platoon (510.) p.61	1	Königstiger (Henschel)	14% 215
DIVISIONAL SUPPORT			
Ersatz SS-Panzer Platoon p.69 FEARLESS TRAINED Allied Platoon	4	Panzer III L or M	14.3% 220
	4	Schürzen sideskirts	
Volkssturm Platoon p.74 RELUCTANT CONSCRIPT Allied Platoon	1	Cmd Panzerfaust Rifle team	6.5% 100
	7	Panzerfaust Rifle team	
	1	MG08/15 LMG	
Volks Light Artillery Battery (V) p.75 RELUCTANT VETERAN	1	Cmd SMG team	19.2% 295
	1	Staff team	
	2	Observer Rifle team	
	6	7.5cm FK40 (PaK40) gun	
Light Anti-aircraft Gun Battery p.77 Allied Platoon	1	Cmd SMG team	4.2% 65
	3	3.7cm FlaK43 gun	

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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>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6+	ROF 2 when pinned down or moving.
7.5cm FK40 (PaK40) gun	Medium	32"/80cm	2	12	3+	Gun shield.
Firing bombardments		64"/160cm	-	2	4+	

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.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

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.

Volks Light Artillery Battery (V) - p.75

A Light Artillery Battery may not be placed from Ambush within 16"/40cm of enemy teams.

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.