

# Marschkompanie

Confident Trained

Tunisia and Italy  
Infantry Company

German Mid-War

Platoon	Qty	Unit	Points
Headquarters			
Marschkompanie HQ - p.73	2	Cmd Panzerknacker SMG team	45
Combat Platoons			
Grenadier Platoon (Marschkompanie) - p.73	1 6	Cmd Panzerknacker SMG team Rifle/MG team	125
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Weapons Platoons			
Grenadier Machine-gun Platoon (Marschkompanie) - p.74	1 4	Cmd SMG team MG42 HMG	100
Grenadier Mortar Platoon (Marschkompanie) - p.74	1 3 6	Cmd SMG team Observer Rifle team 8cm GW34 mortar	145
Divisional Support			
Afrika Schwere Panzer Platoon - p.76 <b>Confident Veteran</b>	1 1	Tiger I E (early) Panzer III L	500
Fallschirmjäger Platoon - p.44 <b>Fearless Veteran Allied Platoon</b>	1 9	Cmd Panzerknacker SMG team Rifle/MG team	270
Heavy Anti-aircraft Gun Platoon - p.79 <b>Confident Veteran</b>	1 1 2 2	Cmd SMG team Kfz 15 field car 8.8cm FlaK36 gun Sd Kfz 7	240
Light Anti-aircraft Gun Platoon - p.79 <b>Confident Veteran</b>	3	Sd Kfz 10/5 (2cm)	95
Air Support - p.76	7	Priority Air Support Ju 87D Stuka	175
<b>Company Points:</b>			1945

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Source document: North Africa

## Arsenal

### Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
<b>Tanks</b>					
Panzer III L or M	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK39 gun	24"/60cm	3	9	4+	
Tiger I E (early)	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks, Unreliable.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.
<b>Anti-Aircraft (SP)</b>					
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	Gun shield.
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.

### Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

### Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

### Additional Training and Equipment

Panzerknacker teams are rated as Tank Assault 5.

### Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>Trucks</b>					
Kfz 15 field car	Jeep	-	-	-	
<b>Tractors</b>					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	

### Aircraft

Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4	5	1+	

### Vehicle Machine-guns

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

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### Special Rules

#### Afrika Schwere Panzer Platoon - p.76

Escort Tanks

A Schwere Panzer Platoon does not count Panzer III tanks as Destroyed when determining if it needs to check Platoon Morale.

Remember to roll for your Tiger Ace Skills before each game.

#### Grenadier Machine-gun Platoon (Marschkompanie) - p.74

Grenadier Machine-gun Platoons may make Combat Attachments to Combat Platoons.

#### Grenadier Platoon (Marschkompanie) - p.73

If your Grenadierkompanie has three Grenadier Platoons, you may upgrade the smallest Grenadier Platoon to a Grenadier Pioneer Platoon for +15 points per squad. This converts the Command team and every Rifle/MG team into Pioneer teams with the same armament. The Grenadier Pioneer Platoon may have a Pioneer Supply Truck for an additional +25 points.