

Panzerkompanie

Confident Veteran

Kampfgruppe Oppeln
Tank Company

German Late-War

Platoon	Qty	Unit	Points
Headquarters			
Panzerkompanie HQ - p.53	2	Panzer IV H	190
Combat Platoons			
Panzer Platoon - p.53	5	Panzer IV H	475
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Divisional Support			
Panzergranadier Platoon - p.63	1 6	Cmd MG team MG team	180
Armoured Artillery Battery - p.76	1 1 1 1 2 2 6	Cmd SMG team Kfz 15 field car Staff team Kfz 68 radio truck Kubelwagen Observer Rifle team 10.5cm (Sf) Lorraine Schlepper	380
Company Points:			2175

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Source document: Earth & Steel (D-Day)

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Tanks					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	

Artillery (SP)

10.5cm (Sf) Lorraine Schlepper	Slow Tank	0	0	0	AA MG, Overloaded, Unreliable.
10.5cm leFH18M howitzer	24"/60cm	1	10	2+	Hull mounted, Breakthrough gun, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
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.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Kfz 68 radio truck	Wheeled	-	-	-	

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

Armoured Artillery Battery - p.76

Command Lorraine Schlepper OP tanks and Observer Lorraine Schlepper OP tanks cannot launch assaults.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.

Panzerkompanie HQ - p.53

Rommel's Zirkus

When a 21. Panzerdivision vehicle Breaks Down due to being Unreliable (see page 47 of the rulebook), any other Unreliable vehicle from the division can act as a Recovery Vehicle, the vehicle requires a Skill Test to repair the B

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Rommel's Zirkus

See the Improvised Vehicle Recovery rules on page 45 of the rulebook.