

512. SCHWERE PANZERJÄGERKOMPANIE (2.)

512TH HEAVY TANK-HUNTER COMPANY

RELUCTANT TRAINED

TANK COMPANY

POINTS 1540

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
512. Schwere Panzerjägerkompanie HQ (2.) p.49	2	Jagdtiger	545
	1	Bergepanther	
COMBAT PLATOONS			
512. Schwere Panzerjäger Platoon (2.) p.49	2	Jagdtiger	535
WARRIORS			
Oberleutnant Otto Carius p.45 RELUCTANT VETERAN		Warrior Otto Carius in Company Command Jagdtiger	85
WEAPONS PLATOONS			
512. Panzer Anti-aircraft Gun Platoon (2.) p.51	2	Ostwind (3.7cm)	80
DIVISIONAL SUPPORT			
Panzergranadier Platoon p.73 RELUCTANT VETERAN	1	Cmd Panzerfaust MG team	160
	1	Sd Kfz 251/21 (15mm)	
	4	Panzerfaust MG team	
	2	Sd Kfz 251/1	
Heavy Anti-aircraft Gun Battery p.77 Allied Platoon	1	Cmd SMG team	135
	3	8.8cm FlaK36 anti-aircraft gun	

Bridge at Remagen - German Late-War

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>	

TANK-HUNTERS

Jagdtiger	Slow Tank	16	8	2	Hull MG, Overloaded, Unreliable.
<i>12.8cm PaK44 gun</i>	<i>48"/120cm</i>	<i>2</i>	<i>17</i>	<i>2+</i>	<i>Hull mounted, Breakthrough gun.</i>

ANTI-AIRCRAFT (SP)

Ostwind (3.7cm)	Standard Tank	3	1	0	Hull MG.
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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8.8cm FlaK36 anti-aircraft gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Turntable.
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
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Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
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SMG team	4"/10cm	3	1	6+	Full ROF when moving.
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TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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Sd Kfz 251/21 (15mm)	Half-tracked	1	0	0	
<i>MG151/15 gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Self-defence Anti-aircraft.</i>

RECOVERY VEHICLES

Begepanther recovery vehicle	Standard Tank	10	5	0	Wide tracks, Recovery vehicle.
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VEHICLE MACHINE-GUNS

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

512. Schwere Panzerjägerkompanie HQ (2.) - p.49

A 512. Schwere Panzerjägerkompanie does not use the German Kampfgruppe special rule.

A 512. Schwere Panzerjägerkompanie uses all of the German special rules on page 241 to 245 of the rulebook (except for Kampfgruppe). In addition, it also uses the following special rules.

A 512. Schwere Panzerjägerkompanie will Always Defend.

Oberleutnant Otto Carius - p.45

Alternatively, Carius may take command of a 512. Schwere Panzerjäger Platoon (Page 49) from 2. Kompanie taken as a Support Platoon. In this case, Carius replaces the Platoon Command Jagtiger for +85 points.

Carius may take command of 2. Kompanie from the 512. Schwere Panzerjägerkompanie (Page 48). Carius replaces the Company Command Jagtiger tank in the 512. Schwere Panzerjägerkompanie Headquarters for +85 points.

Enemy teams do not receive Concealment from terrain when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

Panzergranadier Platoon - p.73

A Panzergranadier Platoon may use the German Mounted Assault special rule on page 243 of the rulebook.