

PANZERSPÄHKOMPANIE (15.)

ARMoured CAR COMPANY

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1650

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Company HQ p.33	1	Sd Kfz 223 (radio)	30
COMBAT PLATOONS			
Light Panzerspäh Platoon (15., 90., 164.) p.33	1	Sd Kfz 223 (radio)	110
	2	Sd Kfz 222 (2cm)	
Light Panzerspäh Platoon (15., 90., 164.) p.33	1	Sd Kfz 223 (radio)	110
	2	Sd Kfz 222 (2cm)	
Heavy Panzerspäh Platoon p.34	2	Sd Kfz 231 (8-rad)	85
WEAPONS PLATOONS			
Anti-tank Gun Platoon p.38	1	Cmd SMG team	220
	3	7.5cm PaK40 gun	
DIVISIONAL SUPPORT			
Panzer Platoon p.25	4	Panzer IV E or F ₁	400
Pionier Platoon p.31	1	Cmd Pioneer SMG team	265
	1	Kfz 15 field car	
	6	Pioneer Rifle/MG team	
	3	3-ton truck	
	1	5cm PaK38 gun	
	1	Anti-tank Rifle team	
	1	Kfz 70 truck	
Tank-hunter Platoon p.37	4	Marder III (7.62cm)	325
Rocket Launcher Battery p.40	1	Cmd SMG team	105
	1	Observer Rifle team	
	1	Kubelwagen	
	2	15cm NW41	
	1	3.7cm PaK36 gun	
	1	Kfz 70 truck	

North Africa - German Mid-War - Platoon Count: 8

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
Panzer IV E or F ₁	Standard Tank	5	3	1	Co-ax MG, Hull MG, Protected ammo.
7.5cm KwK37 gun	24"/60cm	2	9	3+	Smoke.
Firing bombardments	48"/120cm	-	3	6+	
TANK-HUNTERS					
Marder III (7.62cm)	Standard Tank	1	0	0	Hull MG.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Hull mounted.
ARMoured CARS					
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	2	4	6+	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
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

Pioneer teams are rated as Tank Assault 4.

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.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Company HQ - p.33

The Command team of a Panzerspähkompanie HQ is a Recce team

Heavy Panzerspäh Platoon - p.34

Heavy Panzerspäh Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Heavy Panzerspäh Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Heavy Panzerspäh Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Heavy Panzerspäh Platoons are Reconnaissance Platoons.

Light Panzerspäh Platoon (15., 90., 164.) - p.33

Light Panzerspäh Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Light Panzerspäh Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Light Panzerspäh Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve,

Light Panzerspäh Platoons are Reconnaissance Platoons.

Pionier Platoon - p.31

At the start of the game before deployment you may replace one Pioneer Rifle/MG team per Pionier Squad with a Flame-thrower team.