

# StuG Batterie

Confident Veteran

Belarus-Michail Grasevich-German-Tank

German Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
StuG Batterie HQ - p.59	1	StuG G	95
Combat Platoons			
StuG Platoon - p.59	2 1	StuG G StuH42	285
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Divisional Support			
Schwere Panzer Platoon - p.71	3	Tiger I E Warrior Otto Carius in Command Tiger I E	745
Sturm Scout Platoon - p.57	1 2	Cmd Motorcycle MG team Motorcycle MG team	110
Armoured Rocket Launcher Battery - p.170	1 1 1 1 3	Cmd SMG team Kfz 15 field car Observer Rifle team Kubelwagen Panzerwerfer 42 (5+ crew - counts double)	180
Sturm Anti-aircraft Gun Platoon - p.57	1 1 3 3	Cmd SMG team Kfz 15 field car 2cm Flak38 gun 3-ton truck as Portee	80
Company Points:			1780

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Source document: Grey Wolf

## Arsenal

### Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
<b>Tanks</b>					
Tiger I E	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.
<b>Assault-guns</b>					
StuG G or StuG IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.
StuH42	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
10.5cm StuH42 gun	32"/80cm	2	10	2+	Hull mounted, Breakthrough gun, Smoke.
<b>Artillery (SP)</b>					
Panzerwerfer 42 (5+ crew - counts double)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
15cm RW42 rocket launcher	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.

### Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.

### 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.

### Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>Trucks</b>					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
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.

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### Special Rules

#### Armoured Rocket Launcher Battery - p.170

Armoured Rocket Launcher Batteries use the Armoured Rocket Launcher special rule on page 186.

If the Bombarding platoon has nine to thirteen weapons firing, use a Devastating Bombardment Template to determine which teams are hit.

If the Bombarding platoon has fourteen or more weapons, use a Devastating Bombardment Template to determine which teams are hit and re-rolls failed To Hit rolls.

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

### **Schwere Panzer Platoon - p.71**

Otto Carius

Otto Carius, Tiger Ace is a Warrior, rated Confident Veteran. Carius replaces the Command Tiger I E tank in a Schwere Panzer Platoon (see Grey Wolf, page 71) for +100 points.

When rolling for Tiger Ace skills, Carius' Schwere Panzer Platoon does not roll for Tiger Ace skills because he has his own special rules below.

All the Schwere Panzer Platoons in your force must be entirely equipped with the same type of Tiger as your Schwere Panzerkompanie Command tank.

Carius may take Company Morale Checks as if he were the Company Command team if the Company Command team is Destroyed.

While Carius commands his platoon, he may re-roll any failed Platoon Morale Checks.

Carius' Schwere Panzer Platoon may re-roll any failed Motivation Tests to Counterattack in assaults.

EasyArmy.com note: The Warrior Otto Carius and Feldwebel Albert Kerscher were published in Wargames Illustrated #290. Please check with your opponent or tournament organizer before using.

Enemy teams do not benefit from Concealment 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, and the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

Otto Carius may be either deployed as normal in his Tiger I E tank at the start of the game, or begin the game as a Kübelwagen Transport team.

While mounted in the Kübelwagen, Carius is a Recce team. If mounted in his Kübelwagen, Carius' Schwere Panzer Platoon must be held off-table at the beginning of the game, but counts as an on table platoon for the purposes of the Reserves rules. Despite being modelled as a Kübelwagen, Carius counts as a on-table Fully-armoured Platoon for the Armoured Reserves rule (see page 269 of the rulebook).

At the start of any of your turns, you may deploy Carius' Schwere Panzer Platoon held off-table so that all of the platoon's tanks are within 6"/15cm of Carius' Kübelwagen. In addition, each Tiger I E tank must be:  
More than 16"/40cm away from all enemy teams, and  
Concealed or entirely out of Line of Sight of the enemy  
Once deployed, Carius remounts his Tiger I E tank and fights as normal. Remove Carius' Kübelwagen. The Tigers placed on the table in this way can move and fight as normal during the turn they appear.

If Carius is Destroyed while mounted in his Kübelwagen, his Schwere Panzer Platoon is immediately placed in Reserve. Carius' Tiger becomes a normal Command Tiger I E tank that still uses the Every Shot Counts special rule, even though Carius has been Destroyed.

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

Tiger tanks in Carius' platoon re-roll any failed To Hit rolls when they shoot.

You may nominate one Tiger I E tank in Carius's Schwere Panzer platoon to be commanded by Feldwebel Albert Kerscher for +50 points.

In addition, while Kerscher is within Command Distance of Carius, Kerscher may use the Setting up the Shot special rule.

### **Sturm Scout Platoon - p.57**

Sturm Scout Platoons use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance Platoons while mounted.

You may model your Motorcycle MG team with Kubelwagen jeeps instead of motorcycles, they are based the same way as the Motorcycle MG teams and use the same rules.