

# Grenadierkompanie

Confident Veteran

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German

Late-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Grenadierkompanie HQ - p.27	2 1	Cmd Panzerfaust SMG team Panzerschreck team	90
Combat Platoons			
Grenadier Platoon - p.27	1 6	Cmd Panzerfaust SMG team Rifle/MG team	165
Grenadier Platoon - p.27	1 6	Cmd Panzerfaust SMG team Rifle/MG team	165
Regimental Support Platoons			
Looted Panzer Platoon - p.29 <b>Confident Trained</b>	1	T-34/85 obr 1943 (captured)	80
Grenadier Anti-tank Gun Platoon - p.30	1 3	Cmd SMG team 7.5cm PaK40 gun	155
Pionier Platoon - p.61	1 9	Cmd Pioneer Panzerknacker SMG team Pioneer Rifle team	240
Divisional Support			
Panzer Platoon - p.73	4	Panzer IV H	360
Tank-hunter Platoon - p.163	2	Hornisse	235
Rocket Launcher Battery - p.169	1 1 1 3 1 1	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41 7.5cm PaK40 gun Sd Kfz 11	160
Luftwaffe Heavy Anti-aircraft Gun Platoon - p.173 <b>Reluctant Trained</b>	1 1 1 1	Cmd SMG team Kfz 15 field car 8.8cm FlaK36 gun Sd Kfz 7	50
Strongpoints			
Field Strongpoint - p.158	1 3	2cm FlaK38 Nest Trench Line	40
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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>					
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+	
T-34/85 obr 1943 (captured)	Standard Tank	7	5	1	Co-ax MG, Hull MG, Unreliable.
8.5cm KwK(r) gun	32"/80cm	2	12	3+	
<b>Tank-hunters</b>					
Hornisse	Standard Tank	1	1	0	AA MG, Protected ammo.
8.8cm PaK43 gun	40"/100cm	2	16	3+	Hull mounted.

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.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
Fortifications						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Bunkers and Pillboxes						
2cm FlaK38 Nest	Immobile	16"/40cm	4	5	5+	Anti-aircraft.
Infantry Teams						
Team	Range	ROF	Anti-tank	Firepower	Notes	
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.	
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.	
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5	
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.						
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.	
Tractors						
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-		
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

#### Field Strongpoint - p.158

A Field Strongpoint must be attached to any Platoon entirely made up of Infantry teams and/or Man-packed Gun teams in a company with Field Fortifications.

A Platoon with a Field Fortification attached is a Fortified Platoon.

#### Grenadierkompanie HQ - p.27

All teams from a Sperr, Sperr Pionier, or Grenadier Platoon joined by, or in a Kampfgruppe formed by, Feldwebel Windgruber hit on 2+ in assaults.

Feldwebel Windgruber may launch an Assault from 6"/15cm away from enemy teams. He moves up to 6"/15cm when Charging into Contact or Counterattacking. Any platoon he has joined still move 4"/10cm in assaults, often meaning that they don't get into the fight until the platoon Counterattacks.

Windgruber replaces the 2IC in a Sperrverband or Grenadierkompanie for +30 points. He is a Warrior and a Pioneer Panzerfaust SMG team rated Confident Veteran.

#### Pionier Platoon - p.61

You may replace up to one Pioneer Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

**Rocket Launcher Battery - p.169**

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