

Gepanzerte Panzerpioneer Platoon

Unlike the Engineers in most armies, the German Pioneers were trained primarily as assault troops, capable of using a whole range of weapons and equipment to overcome any man-made or natural obstacle in the face of enemy opposition. "Gepanzerte" (Armored, or Gp.) platoons were issued halftracks and expected to keep up with and assist the Panzergrenadiers and Panzer tanks.

Source: KstN 1124a, March 1st, 1943

Troop Type: Regular

Platoon Force Rating: +9

Command Dice: 5

Force Morale Track

Force Morale	1	2	3	4	5+
Command Dice	2		3	4	5
Special		J			

Platoon Headquarters	
Feldwebel, Senior Leader, SMG	
Headquarters Transport	
Sdkfz 251/10 (PaK 36 3.7cm) with Driver, Radio Operator, and AT gunner	

Sections One to Three		
Obergefreitor, Junior Leader, SMG		
LMG Team	LMG Team	Rifle Team
MG34 or 42 with 3 crew	MG34 or 42 with 3 crew	Eight Riflemen (2 drivers)
Section Transport		
Sdkfz 251/7 with MG34 or 42, no crew		

Pioneer Support List	
List One	
Medical Orderly	
Adjutant	
Minefield	
Barbed Wire	
Entrenchment for one Team	
Roadblock	
Car with no crew	
List Two	
Sdkfz 251/7 with MG34 or 42, no crew	
Flamethrower Team of three men	
Assault Rafts	
Red Dice	
Pre-Game Barrage	
List Three	
Motorized Assault Boats	
Sdkfz 251/7 with sPzB 41 2.8 cm AT rifle, no crew	
List Four	
Stuka Bombardment	
List Five	
Additional Pioneer Squad with Junior Leader	

A Flexible Tool Kit

Equipped to overcome any obstacle, a German Pioneer platoon may convert three men from any Rifle Team into a Mine Clearance, Wire Cutting or Demolition Team for no additional cost or into a Goliath Team or a Flamethrower Team for just one point. This may be done once for each Squad in the platoon and any Squads selected as Support Options.

Instead of forming an Engineering Team, a German Pioneer section may remove a rifleman from his team and add him to an LMG team; as the Sections have two LMGs, this may be done twice. If this is done, the new 4-man LMG teams become Panzerknacker teams, with the player's choice of weapons.

Lastly, German Pioneers are well equipped to cover their actions with smoke; each Pioneer squad has three smoke grenades as well as three hand grenades.

In addition to the above, Pioneers may select support options from the list for the Division they are part of at no additional cost. Only Pioneers may select from the above Support List.

Panzer Division Support List	
List One	
Add two SMG to one squad	
Two motorcycles, no sidecars, no crew	
List Two	
Leutnant, Senior Leader, SMG	
Kleine Befehlspanzer I with Junior Leader and crew	
List Three	
Sniper Team	
PaK 36 3.7cm AT gun with 5 crew and Junior Leader	
FlaK 30 or 28 2cm gun with 5 crew and Junior Leader	
List Four	
MG34 or 42 on tripod mount (MMG), 5 crew	
IeIG18 with 5 crew and Junior Leader	
Forward Observer with 8cm Mortar Battery, 14"	
37mm AA gun with five crew and Junior Leader	
SdKfz 251/10 with Junior Leader and crew	
Panzerjaeger 1 with Junior Leader and crew	
SdKfz 10/5 AA Halftrack with Junior Leader and crew	
Panzer II A-F with Junior Leader and crew	
Panzer III E-F with Junior Leader and crew	
PaK 38 5cm AT gun with 5 crew and Junior Leader	
List Five	
PaK 40 7.5cm AT gun with 5 crew and Junior Leader	
SdKfz 251/9 with Junior Leader and crew	
Panzer III G/H/J/L/M with Junior Leader and crew	
SdKfz 250 with Junior Leader and 3 man scout team	
Panzer IV D with Junior Leader and Crew	
List Six	
Marder II or III with Junior Leader and crew	
Panzer II D Flammpanzer with Junior Leader	
Panzer IV E-F1 with Junior Leader and crew	
StuG III A-E with Junior Leader and crew	
List Seven	
Panzer III Flammpanzer with Junior Leader and crew	
Panzer IV F2 with Junior Leader and crew	
StuG III F with Junior Leader and crew	
List Eight	
sIG33 15cm with 5 crew and Junior Leader	
StuG III G with Junior Leader and crew	

List Nine
StuH 42 with Junior Leader and crew
List Ten
Tiger I with Junior Leader and crew

German National Characteristics

Maschinengewehr

The Germans placed much emphasis on the squad machine gun as the weapon of firepower, with the squad leader instructed that in any fight his place was with the LMG directing its fire. When a Leader is attached to a Machine Gun Team and uses two or more Command Initiatives to direct its fire, he may add that many D6 to the Team's Firepower dice.

Handgranaten!

The German soldier is intensely aware of the stormtrooper tactics of his father's war. The signal to attack with a volley of grenades and then get stuck in with the rifle butt, entrenching tool or bayonet was the cry "Handgranaten!" from the squad leader.

To reflect this, when a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiate Close Combat.