

PIONIERKOMPANIE

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR A GERMAN PIONIERKOMPANIE



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME



Pionierkompanie

PIONEER COMPANY

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Pionierkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Pionier Platoon

INFANTRY



Pionier Platoon

INFANTRY



Pionier Platoon

DIVISION SUPPORT PLATOONS

ARMOUR



Panzer Platoon

Heavy Tank Platoon

Radio-control Tank Platoon

ARMOUR



Assault Gun Platoon

Tank-hunter Platoon

Anti-tank Gun Platoon

INFANTRY



Grenadier Platoon

Fallschirmjäger Platoon

ARTILLERY



Artillery Battery

ARTILLERY



Rocket Launcher Battery

Armoured Rocket Launcher Battery

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Limited Air Support

Sporadic Air Support

MOTIVATION AND SKILL

Pioniers are tough fighters, as well trained and equipped to lead assaults as they are for other hazardous tasks like laying and clearing minefields. They know what they are about and are confident of their ability to do it. A Pionierkompanie is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PIONIERKOMPANIE HQ

HEADQUARTERS

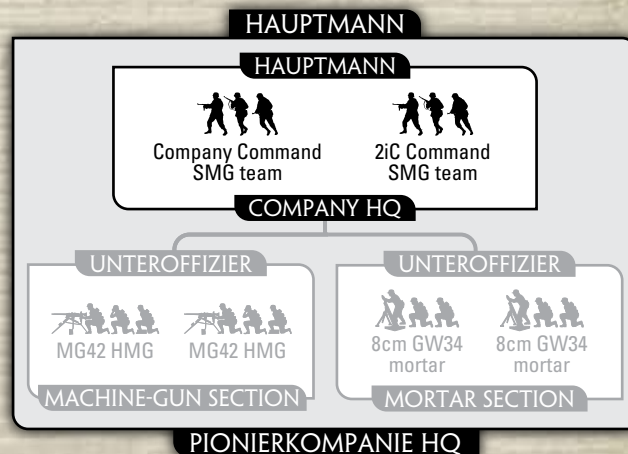
Company HQ

45 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add Mortar Section for +55 points.
- Add Machine-gun Section for +60 points.

The *Pionierkompanie* is composed of tough well-trained combat engineers ready to do two things: undertake dangerous engineering assignments while under fire, and storm enemy positions by close assault.



PIONIERKOMPANIE HQ

Note: The Infantry teams of the Company HQ are not Pioneer teams, they are too busy commanding for pioneer work.

COMBAT PLATOONS

PIONIER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads

235 points

2 Pioneer Squads

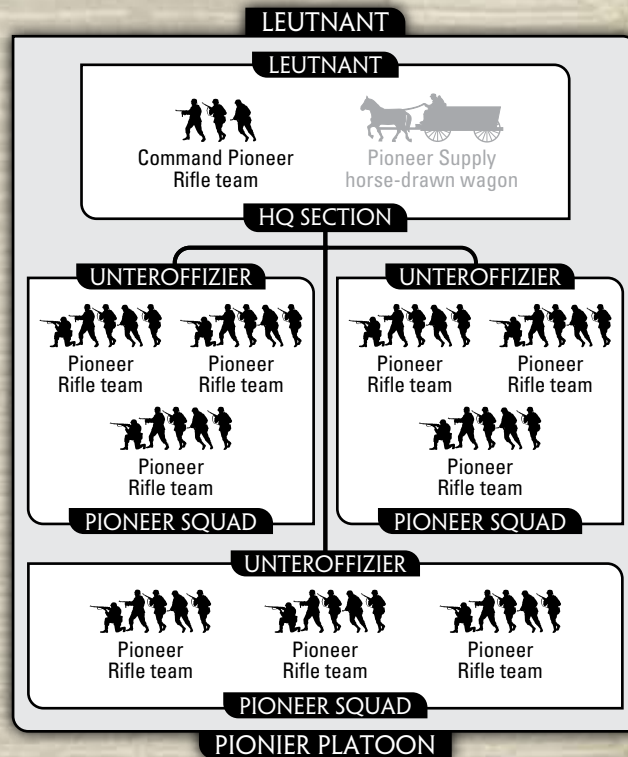
165 points

OPTIONS

- Replace Command Pioneer Rifle team with Command Pioneer Panzerknacker SMG team for +5 points or Command Pioneer Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

The 'black' pioneers of the *Infanteriedivision* perform all the specialist engineering tasks. They lay minefields, prepare bunkers, and create other defensive positions.

When the Grenadiers counterattack to regain lost positions, the pioneers lead the way with their flame-throwers.



PIONIER PLATOON

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.

Divisional Support

MOTIVATION AND SKILL

Like the troops they support, the Divisional Support Platoons are experienced troops that know their worth. Divisional Support Platoons are rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

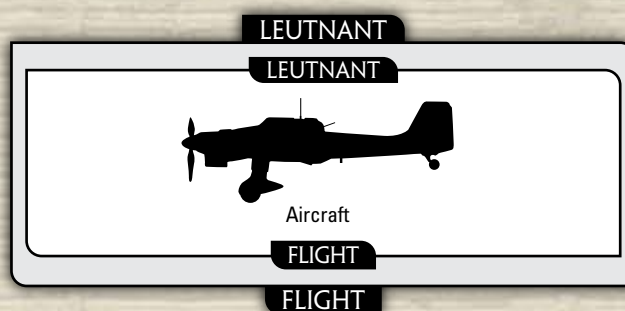
AIRCRAFT

LIMITED AIR SUPPORT

Ju 87D Stuka	135 points
Ju 87G Stuka	135 points
Hs 129B	155 points

SPORADIC AIR SUPPORT

Ju 87D Stuka	100 points
Ju 87G Stuka	100 points
Hs 129B	115 points

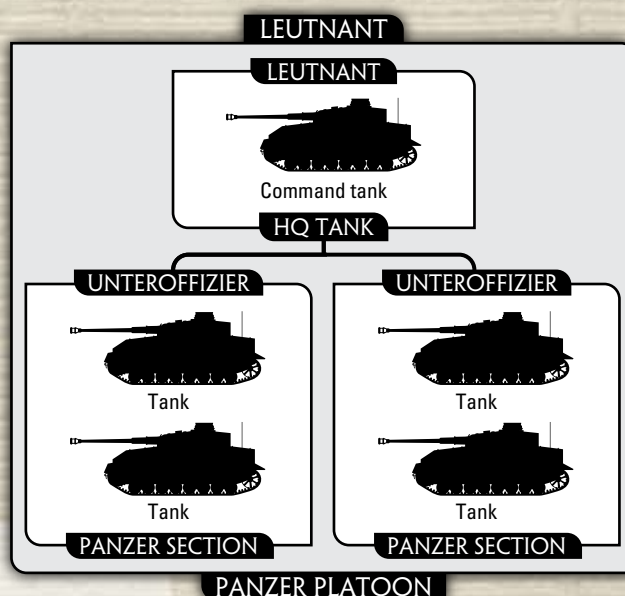


PANZER PLATOON

PLATOON

5 Panzer IV H	450 points
4 Panzer IV H	360 points
3 Panzer IV H	270 points
5 StuG G or StuG IV	475 points
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points

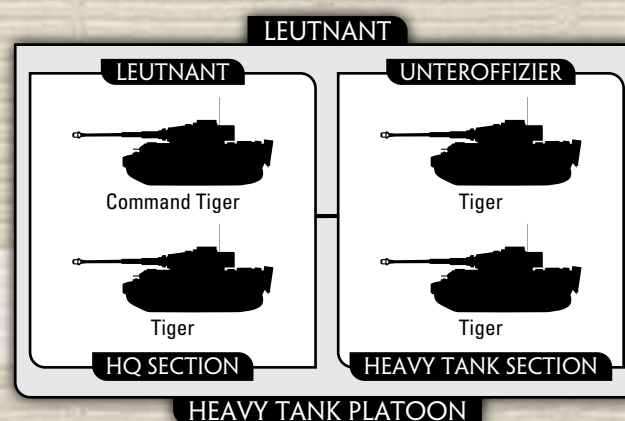
Panzer IV tanks and StuG assault guns were often called on to support *Infanteriedivision* troops in the anti-tank role while the Panther tanks were held back with the *Panzerdivision* troops ready to counterattack.



HEAVY TANK PLATOON

PLATOON

4 Königstiger (Henschel)	1380 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points
4 Königstiger (Porsche)	1360 points
3 Königstiger (Porsche)	1020 points
2 Königstiger (Porsche)	680 points
1 Königstiger (Porsche)	340 points
4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points



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

RADIO-CONTROL TANK PLATOON

PLATOON

HQ Section with:

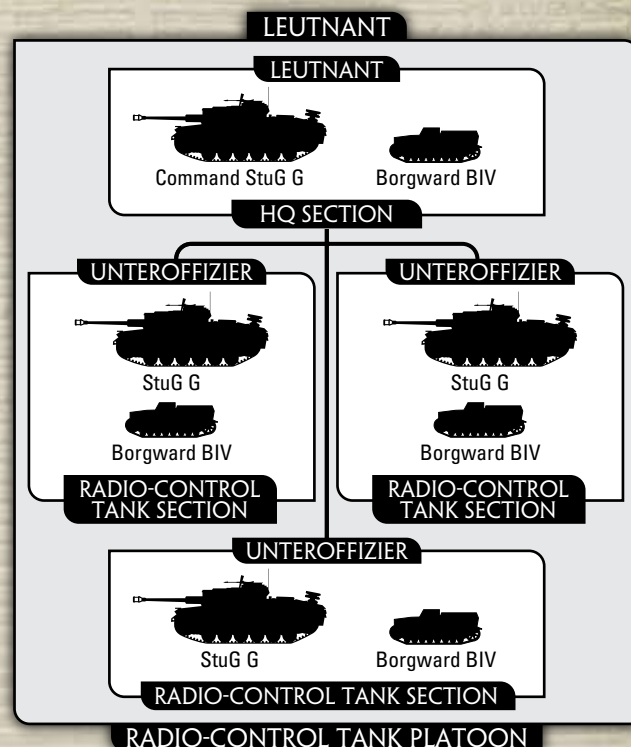
3 Radio-control Tank Sections	460 points
2 Radio-control Tank Sections	345 points
1 Radio-control Tank Section	230 points

OPTION

- Replace all StuG G assault guns with Tiger I E tanks for +120 points per tank.

No gun in existence can deliver half a ton of explosives with the unerring accuracy of a Borgward BIV demolition carrier.

Radio-control Tank Platoons equipped with Tiger tanks do not have Tiger Ace skills.



ASSAULT GUN PLATOON

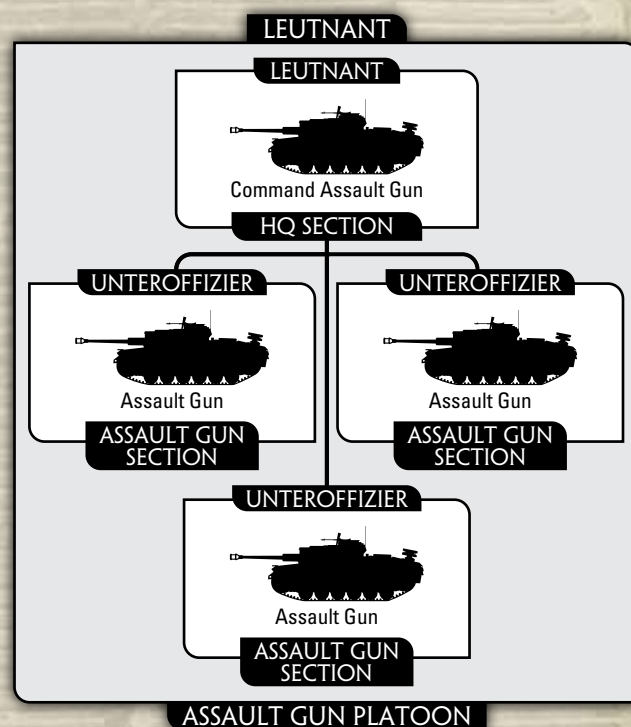
PLATOON

4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
2 StuG G or StuG IV	190 points

- Replace one or all StuG G assault guns with StuH42 assault guns at no cost.

4 Brummbär	280 points
3 Brummbär	210 points
2 Brummbär	140 points

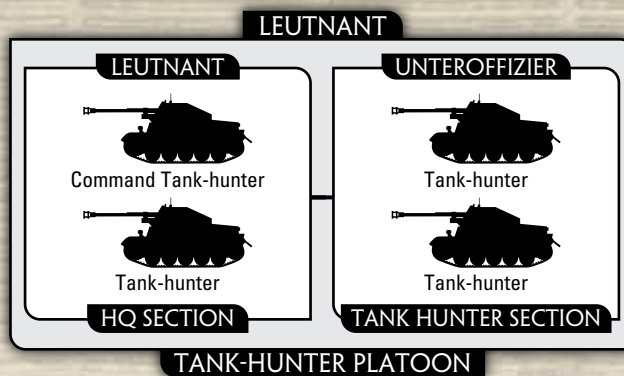
As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role, taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.



TANK HUNTER PLATOON

PLATOON

4 Marder II	260 points
3 Marder II	195 points
2 Marder II	130 points
4 Marder III H	260 points
3 Marder III H	195 points
2 Marder III H	130 points
4 Marder III M	255 points
3 Marder III M	190 points
2 Marder III M	125 points
4 Hornisse	465 points
3 Hornisse	350 points
2 Hornisse	235 points
4 Jagdpanther	940 points
3 Jagdpanther	705 points
2 Jagdpanther	470 points
4 Elephant	1200 points
3 Elephant	900 points
2 Elephant	600 points



The life of a tank-hunter is one of fire and movement if he is to survive in the world of heavy and fast tanks. Being able to get off the first shot, on target, becomes your main concern.

Self-propelled anti-tank guns are an inexpensive way to get high calibre guns into the front lines. More mobile than normal anti-tank platoons, the tank-hunters can outmanoeuvre or ambush the enemy to bring devastating fire upon advancing enemy armoured formations.

The heavier tank-hunters mount the overlong 8.8cm PaK43, a weapon more than capable of knocking out any heavy tank at any distance.

Though tank-hunters can contribute immensely to your defence, to keep them in the field, be wary of their two biggest handicaps. Lighter tank-hunters have thin armour so they must avoid direct confrontation with armoured tanks. Heavy tank-hunters have the armour to stand toe to toe with tanks but lack the protection to ward off assaulting infantry.

ANTI-TANK GUN PLATOON

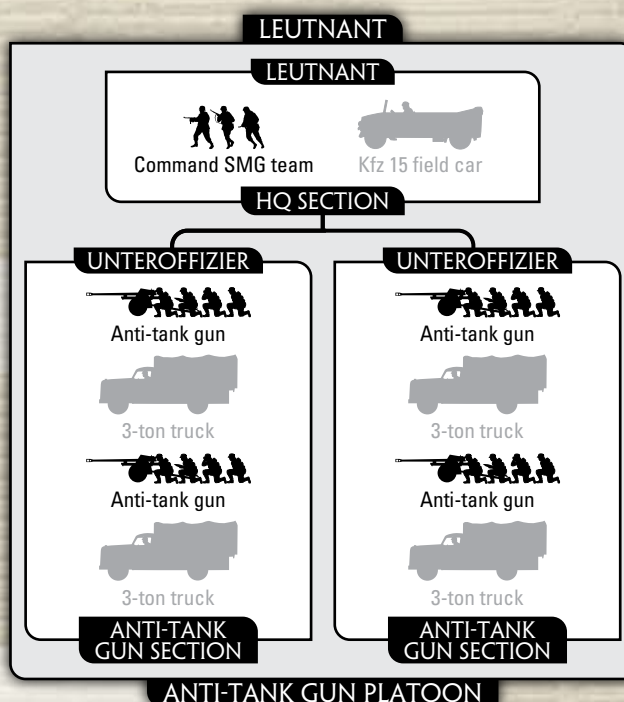
PLATOON

HQ Section with:

4 7.5cm PaK40	205 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points
4 7.62cm PaK36(r)	165 points
3 7.62cm PaK36(r)	125 points
2 7.62cm PaK36(r)	85 points
4 8.8cm PaK43/41	405 points
3 8.8cm PaK43/41	305 points
2 8.8cm PaK43/41	205 points
4 8.8cm PaK43	420 points
3 8.8cm PaK43	315 points
2 8.8cm PaK43	210 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all 3-ton trucks with RSO tractors at no cost or Sd Kfz 7 or 11 half-tracks for +5 points for the platoon.



When emplaced in a position where they are protected by infantry, the large guns of an anti-tank platoon become an instant strongpoint around which to orchestrate your battle plan.

GRENADIER PLATOON

PLATOON

HQ Section with:

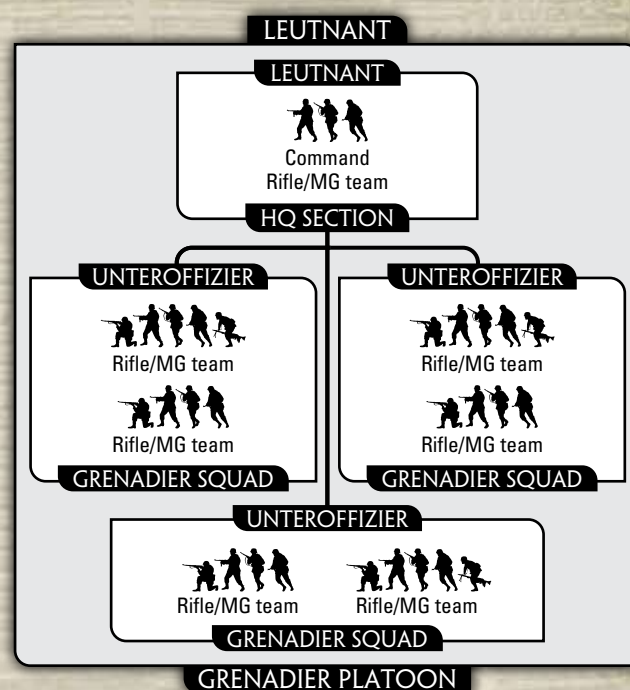
3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

The Grenadiers of an *Infanteriedivision* work alongside their Pioneers providing extra firepower and moping up after the pioneers have taken out the main enemy defensive positions.

The Grenadiers are often called forward to defend the entrenched positions recently stormed and cleared by the Pioneers. With their extra MG-42 machine-guns the Grenadiers are better equipped to hold a position against enemy counterattacks.



FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with:

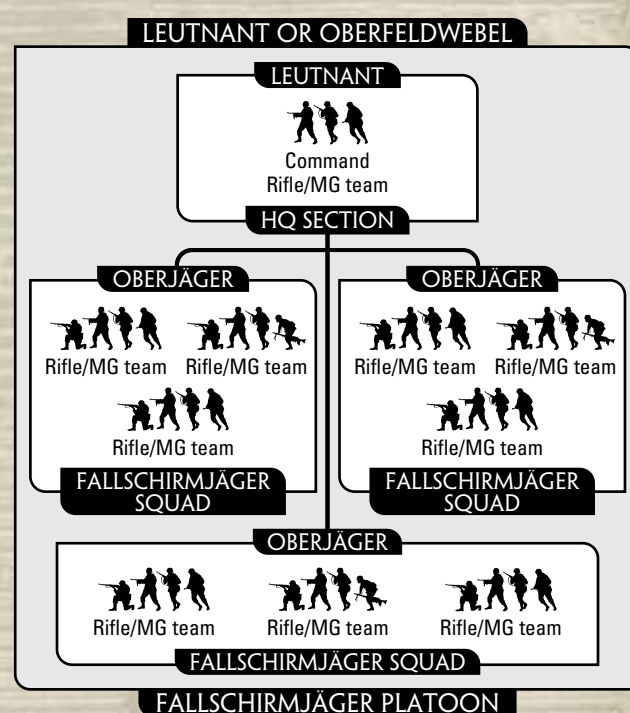
3 Fallschirmjäger Squads	265 points
2 Fallschirmjäger Squads	185 points

OPTIONS

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust team for +10 points.

The Fallschirmjäger platoon provides the manpower to hold off the staunchest assaults. These platoons were made larger than normal rifle platoons to allow for expected parachuting casualties on landing. This added manpower gives them greater resilience in prolonged ground operations, helping them retain their reputation for holding at all costs.

The esprit de corps of the Fallschirmjäger together with their extra team per squad make them the toughest and most feared German light infantry, capable of truly heroic operations.



Fallschirmjäger Platoons are Allies to the Heer and follow the Allies rules on page 70 of the rulebook. A Fallschirmjäger Platoon is rated Fearless Veteran.

FEARLESS

VETERAN

ARTILLERY BATTERY

PLATOON

HQ Section with:

4 10.5cm leFH18	210 points
2 10.5cm leFH18	115 points

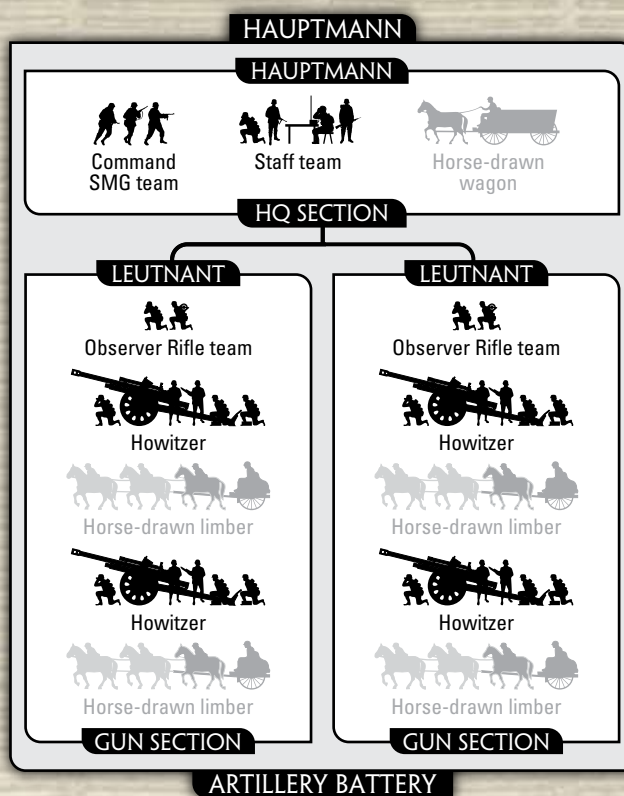
4 15cm sFH18	310 points
2 15cm sFH18	160 points

OPTIONS

- Add horse-drawn wagon and limbers for +5 points for the battery.
- Replace all horse-drawn wagon and limbers with 3-ton trucks or RSO tractors at no cost.

The 10.5cm leFH18 is the standard artillery piece of the German army. It has a heavy shell making its bombardments quite destructive. If necessary, it can defend itself against tanks with specialist anti-tank ammunition. Overall it is an excellent gun. Its biggest weakness is its lack of mobility after the huge losses of horses and motor vehicles in the winter battles.

Artillery Batteries equipped with 15cm sFH18 howitzers may not be placed in Ambush within 16"/40cm of enemy teams.



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

ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 15cm NW41	200 points
4 15cm NW41	145 points
3 15cm NW41	105 points
2 15cm NW41	75 points

HQ Section with:

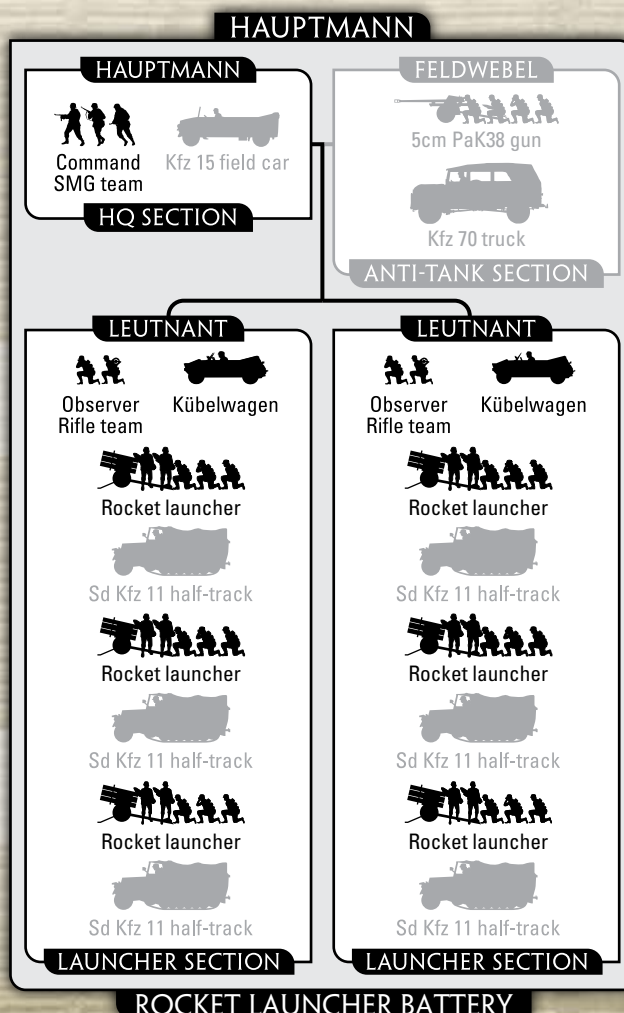
6 21cm NW42	240 points
4 21cm NW42	175 points
3 21cm NW42	125 points
2 21cm NW42	90 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the battery.
- Add an Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun and Kfz 70 truck with 7.5cm PaK40 gun and Sd Kfz 11 half-track for +25 points.

An economical way to deliver massive support in either offensive or defensive operations, the NW41 or NW42 rocket launcher batteries deliver crushing firepower at a moment's notice.

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



ARMoured ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

8 Panzerwerfer 42	365 points
6 Panzerwerfer 42	305 points
4 Panzerwerfer 42	210 points
3 Panzerwerfer 42	165 points

OPTIONS

- Model Panzerwerfer 42 rocket launchers with 5 or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.
- Add Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun with 7.5cm PaK40 gun for +20 points.

Mobile rocket launchers address the main vulnerability of the near stationary NW41 rocket launcher. They can provide the same devastating support while allowing you to move them rapidly away from immediate counterbattery fire. This survivability provides you the means to provide continuous support without the fear of immediate enemy retaliation.

DEVASTATING BOMBARDMENT

Like the Soviet *Katyusha* rocket launchers, Panzerwerfer 42 rocket launchers are ready to signal the beginning of the offensive. Very little can withstand the fury of a full Panzerwerfer battery!

See Bigger and Smaller Batteries on page 131 and Rocket Launchers on page 138 of the rulebook.

HAUPTMANN

HAUPTMANN



Command
SMG team



Kfz 15 field car

HQ SECTION

FELDWEBEL



5cm PaK38 gun



Sd Kfz 11 half-track

ANTI-TANK SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42

LAUNCHER SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42



Panzerwerfer 42

LAUNCHER SECTION

ARMoured ROCKET LAUNCHER BATTERY

You must purchase all of the Panzerwerfer 42 from one Launcher Section before adding any extra teams from the second Launcher Section.

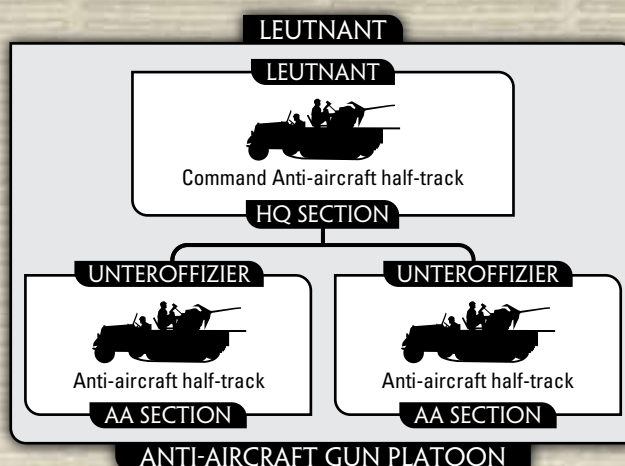
Armoured Rocket Launcher Batteries use the Armoured Rocket Launcher special rule on page 245 of the rulebook.



ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points
3 Armoured Sd Kfz 10/5 (2cm)	120 points
2 Armoured Sd Kfz 10/5 (2cm)	80 points
3 Sd Kfz 7/1 (Quad 2cm)	120 points
2 Sd Kfz 7/1 (Quad 2cm)	80 points
3 Armoured Sd Kfz 7/1 (Quad 2cm)	150 points
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points
3 Sd Kfz 7/2 (3.7cm)	140 points
2 Sd Kfz 7/2 (3.7cm)	95 points
3 Armoured Sd Kfz 7/2 (3.7cm)	165 points
2 Armoured Sd Kfz 7/2 (3.7cm)	110 points



HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

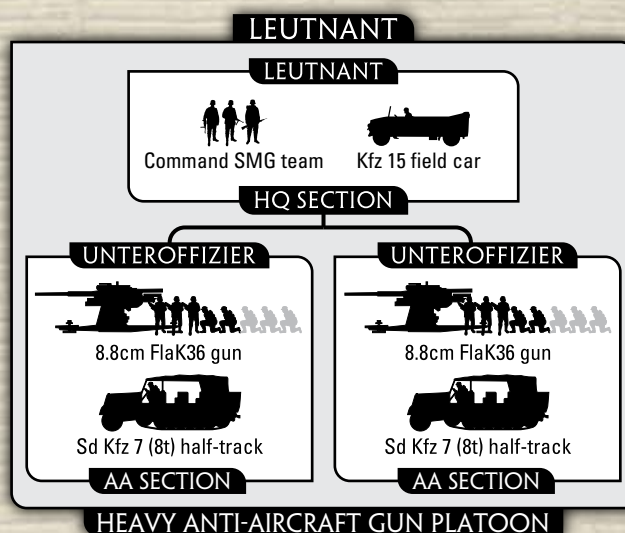
HQ Section with:

2 Anti-aircraft Sections	165 points
1 Anti-aircraft Section	85 points

OPTION

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

The Allies have learned to respect this weapon and will often go out of their way to avoid it. When well positioned these weapons can halt an attack as it starts.



German Arsenal

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer IV H 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Tiger I E 8.8cm KwK36 gun	Slow Tank 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. Slow traverse.
Königstiger (Porsche) 8.8cm KwK43 gun	Slow Tank 40"/100cm	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Unreliable. Slow traverse.
Königstiger (Henschel) 8.8cm KwK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Unreliable. Slow traverse.

ASSAULT GUNS

StuG G 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Breakthrough gun, Hull mounted, Smoke.
StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Brummbär 15cm StuH43 gun	Slow Tank 16"/40cm	9 1	5 13	1 1+	Hull MG, Overloaded, Schürzen. Bunker buster, Hull mounted.

TANK-HUNTERS

Marder II 7.5cm PaK40 gun	Standard Tank 32"/80cm	1 2	0 12	0 3+	AA MG. Hull mounted.
Marder III H 7.5cm PaK40 gun	Standard Tank 32"/80cm	1 2	0 12	0 3+	Hull MG. Hull mounted.
Marder III M 7.5cm PaK40 gun	Standard Tank 32"/80cm	0 2	0 12	0 3+	AA MG. Hull mounted.
Hornisse 8.8cm PaK43 gun	Standard Tank 40"/100cm	1 2	1 16	0 3+	AA MG, Protected ammo. Hull mounted.
Jagdpanther 8.8cm PaK43 gun	Standard Tank 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Elefant 8.8cm PaK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Hull MG, Overloaded, Unreliable. Hull mounted.

ARTILLERY (SP)

Panzerwerfer 42 (Maultier) 15cm RW42 rocket launcher	Half-tracked 64"/160cm	0 -	0 3	0 4+	AA MG, Armoured rocket launcher. Rocket launcher, Smoke bombardment.
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ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	- 4	- 5	- 5+	Anti-aircraft, Gun shield.
Armoured Sd Kfz 10/5 (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	0 4	0 5	0 5+	Anti-aircraft.
Sd Kfz 7/1 (Quad 2cm) 2cm FlaK38 (V) gun	Half-tracked 16"/40cm	- 6	- 5	- 5+	Anti-aircraft, Gun shield.
Armoured Sd Kfz 7/1 (Quad 2cm) 2cm FlaK38 (V) gun	Half-tracked 16"/40cm	0 6	0 5	0 5+	Anti-aircraft.
Sd Kfz 7/2 (3.7cm) 3.7cm FlaK43 gun	Half-tracked 24"/60cm	- 4	- 6	- 4+	Anti-aircraft, Gun shield.
Sd Kfz 7/2 (3.7cm) 3.7cm FlaK43 gun	Half-tracked 24"/60cm	0 4	0 6	0 4+	Anti-aircraft.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

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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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank

TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
Steyr Kfz 70 truck or Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
RSO tractor	Slow Tank	-	-	-	
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	