

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	1	Panther G	145
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	3	Panther G	430
Panzer Platoon (Trained) p.70	3	Panzer IV J	205
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 CONFIDENT VETERAN	1	Königstiger (Henschel)	345
Panzerpionier Platoon (Trained) p.86	1	Cmd Panzerfaust MG team	290
	1	Sd Kfz 251/17 (2cm)	
	1	Pioneer Supply Maultier	
	6	Pioneer Panzerfaust MG team	
	6	Sd Kfz 251/7 (Pioneer)	
Rocket Launcher Battery (Trained) p.91	1	Cmd SMG team	85
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	

Desperate Measures - German Late-War - Platoon Count: 5

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>
Panther A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
<i>7.5cm KwK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
Panzer IV J	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Slow traverse.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Rifle team	16"/40cm	1	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					
Opel Maultier	Half-tracked	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
ARMoured PERSONNEL CARRIERS					
Sd Kfz 251/17 (2cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Panzer Kampfgruppe HQ (Trained) - p.69

A Panzer Kampfgruppe (page 68), and a Panzergrenadier Kampfgruppe (page 72), a Panzer Ausbildungs Verband (page 76), and Panzer Ausbildungs 500 (page 80) do not use the German Kampfgruppe special rule on page 242 of the rulebook.

When you need to take a Platoon Morale Check, instead of rolling a Motivation Test for the entire platoon, roll a die for each team in the platoon and any teams that have Joined the platoon.

On a result of 3+ the team continues to fight on.

On any other roll the team is Destroyed and is removed from the table.

If the platoon is required to take a sole survivor Motivation Test (see page 176 of the rulebook) it automatically fails the test and the platoon is Destroyed.

Company and Higher Command teams cannot re-roll a result for other teams using Enjoy the War, however they may re-roll their own result.

You must field at least one Panzer Platoon equipped with the same model of tank as the Company HQ.

Panzerpionier Platoon (Trained) - p.86

Panzerpionier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

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

Schwere Panzer Platoon - p.83

A Schwere Panzer Platoon uses the Tiger Aces special rules on page 244 of the rulebook.