

PANZERGRENADIER KAMPFGRUPPE (VETERAN)

ARMoured INFANTRY BATTLEGROUP

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1490

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzergrenadier Kampfgruppe HQ (Veteran) p.73	2	Cmd Panzerfaust SMG team	80
	2	Sd Kfz 251/1	
COMBAT PLATOONS			
Panzergrenadier Platoon (Veteran) p.74	1	Cmd Panzerfaust MG team	280
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1	
Panzergrenadier Platoon (Veteran) p.74	1	Cmd Panzerfaust MG team	280
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1	
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83	1	Königstiger (Henschel)	345
Panzerspäh Platoon (Veteran) p.84	2	Sd Kfz 250 (Recce)	120
	1	Sd Kfz 251/21 (Recce)	
Artillery Battery (Veteran) p.89	1	Cmd SMG team	155
	1	Staff team	
	3	10.5cm leFH18/40 howitzer	
	1	Observer Rifle team	
Luftwaffe Heavy Anti-aircraft Gun Platoon p.93	1	Cmd SMG team	115
	2	8.8cm FlaK36 anti-aircraft gun (8 crew)	
RELUCTANT TRAINED			
Allied Platoon			
Air Support p.92	3	Sporadic Air Support Hs 129B3	115

Desperate Measures - German Late-War - Platoon Count: 6

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>

RECONNAISSANCE

Sd Kfz 250 (Recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 251/21 (Recce)	Half-tracked	1	0	0	Recce.
<i>MG151/15 gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Self-defence Anti-aircraft.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
8.8cm FlaK36 anti-aircraft gun (8 crew)	Immobile	40"/100cm	3	13	3+	Heavy anti-aircraft, Turntable.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Hs 129B3	Cannon	4	15	3+	Flying Tank, No HE.
	MG	3	6	5+	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Panzergranadier Kampfgruppe HQ (Veteran) - p.73

A Panzer Kampfgruppe (page 68), and a Panzergranadier 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.

The Company HQ of a Panzergranadier Kampfgruppe may use the Mounted Assault special rule on page 243 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.

Panzergranadier Platoon (Veteran) - p.74

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

Panzerspäh Platoon (Veteran) - p.84

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols of a Panzerspäh Platoon operate as separate platoons, each with their own command team.

Schwere Panzer Platoon - p.83

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