

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1490

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	2	Panzer IV J	135
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	4	Panzer IV J	270
Panzer Platoon (Trained) p.70	2	Panther G	290
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 CONFIDENT VETERAN	2	Tiger I E	430
Panzer Sturm Platoon (Trained) p.73	1 1 6 3	Cmd Panzerfaust Assault Rifle team Sd Kfz 251/21 (15mm) Panzerfaust Assault Rifle team Sd Kfz 251/1	250
Luftwaffe Heavy Anti-aircraft Gun Platoon p.93 RELUCTANT TRAINED Allied Platoon	1 2	Cmd SMG team 8.8cm FlaK36 anti-aircraft gun (8 crew)	115

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					
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</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
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
Assault Rifle team	8"/20cm	3	1	6+	Full ROF when moving.
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/21 (15mm)	Half-tracked	1	0	0	
<i>MG151/15 gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Self-defence Anti-aircraft.</i>

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.

Panzersturm Platoon (Trained) - p.73

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

Schwere Panzer Platoon - p.83

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