

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1720

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	2	StuG G (late)	150
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	4	StuG G (late)	305
Panzer Platoon (Trained) p.70	2	Panther G	290
Panzer Platoon (Trained) p.70	3	Panzer IV J	205
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 CONFIDENT VETERAN	2	Tiger I E	430
Grenadier Kampfgruppe Platoon (Trained) p.87	1 4	Cmd Panzerfaust Rifle/MG team Panzerfaust Rifle/MG team	120
Rocket Launcher Battery (Trained) p.91	1 1 1 3	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41	85
Heavy Anti-aircraft Gun Platoon (Trained) p.88	1 2	Cmd SMG team 8.8cm FlaK36 gun (8 crew)	135

Desperate Measures - German Late-War - Platoon Count: 7

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
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>
ASSAULT-GUNS					
StuG G (late)	Standard Tank	7	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	3	6+	
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.

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.

Schwere Panzer Platoon - p.83

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