

# PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1800

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	1	Hetzer	65
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	3	Hetzer	195
Panzer Platoon (Trained) p.70	4	Panzer IV J	270
Panzer Platoon (Trained) p.70	3	Panther G	430
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	2	Ostwind (3.7cm)	100
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 <b>CONFIDENT VETERAN</b>	1	Königtiger (Henschel)	345
Tracked Panzerspäh Platoon (Trained) p.85	3	Aufklärer 38(t)	85
Grenadier Kampfgruppe Platoon (Trained) p.87	1 4 2 2	Cmd Panzerfaust Rifle/MG team Panzerfaust Rifle/MG team Weapons team Panzerschreck team	225
Rocket Launcher Battery (Trained) p.91	1 1 1 3	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41	85

Desperate Measures - German Late-War - Platoon Count: 8

# 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>	
<b>TANKS</b>					
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>
<b>TANK-HUNTERS</b>					
Hetzer	Standard Tank	7	2	1	Hull MG, Overloaded.
<i>7.5cm PaK39 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>
<b>ANTI-AIRCRAFT (SP)</b>					
Ostwind (3.7cm)	Standard Tank	3	1	0	Hull MG.
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
<b>RECONNAISSANCE</b>					
Aufklärer 38(t)	Standard Tank	4	1	0	Co-ax MG, Recce.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
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
<b>TRUCKS</b>					
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

### **Grenadier Kampfgruppe Platoon (Trained) - p.87**

The Weapons Squad is made up of Weapons teams. There is no actual team called a Weapons team. Instead these can be any of the following types of teams:

- up to one 7.5cm PaK40 anti-tank gun
- up to one 7.5cm PaK50 gun
- up to one 7.5cm IG37 gun
- up to two MG42 HMG
- up to two 8cm GW34 mortar

A Grenadier Kampfgruppe Platoon is unusual in that the composition of the platoon can change from game to game. You must choose the composition of your Grenadier Kampfgruppe Platoon for each game before deployment begins.

### **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.

### **Tracked Panzerspäh Platoon (Trained) - p.85**

Panzerspäh Patrols are Reconnaissance Platoons.

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