PANZER KAMPFGRUPPE (TRAINED) TANK BATTLEGROUP

CONFIDENT TRAINED	TA	NK COMPANY POINTS	1800
PLATOON	QTY	UNIT	POINTS
	1	HEADQUARTERS	
Panzer Kampfgruppe HQ (Trained) p.69	2	Panzer IV/70 (A)	205
	CC	DMBAT PLATOONS	
Panzer Platoon (Trained) p.70	3	Panzer IV/70 (A)	305
Panzer Platoon (Trained) p.70	2	Jagdpanther	360
	WE	EAPONS PLATOONS	
Panzer Anti-aircraft Gun Platoon (Trained) p.71	4	Wirbelwind (Quad 2cm)	170
	SU	PPORT PLATOONS	
Volksgrenadier Platoon p.88 RELUCTANT TRAINED	1 4 2 1	Cmd Panzerfaust Assault Rifle team Panzerfaust Assault Rifle team Panzerfaust MG team Panzerschreck team	180
Armoured Artillery Battery (Trained) p.89	1 1 1 4 1 1	Cmd SMG team Kfz 15 field car Staff team Kfz 68 radio truck Hummel Observer Rifle team Panzer III OP Sd Kfz 250	325
Heavy Anti-aircraft Gun Platoon (Trained) p.88	1 1 2 2	Cmd SMG team Kubelwagen 8.8cm FlaK36 gun (8 crew) Sd Kfz 7	140
Air Support p.92	3	Sporadic Air Support Hs 129B3	115

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

Memory Standard Tank 1	ARSENAL											
Martillery (SP) Standard Tank 1												
Name	Name				_		nt and Note	S				
	_	Range	ROF A	nti-tank	Firepow	ver						
	` ,	Standard Tonk	1	1	0	AAMC I	Drataatad am	ma				
Firing bombardments 80"/200cm 5 3 1 Hull MG. Fancer III OP Standard Tank 5 3 1 Hull MG. Racke-Hull MG Standard Tank 10 5 1 Hull MG. Racke-Hull MG Soverloaded, Schürzen. Ragdpanther Standard Tank 10 5 1 Hull MG. Racke-Hull mounted. Racke-Hull mounted. Range Rose Anti-tank Hull mounted. Range Rose Anti-tank Hull mounted. Ramper INFANTHAIRCRAFT (5) Weapon Mobility Range Rose Anti-tank Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 1 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) Immobile 40"/100cm 3 2 6 Firepower Notes Racke-Hak36 gun (8 crew) 10"/100cm 3 1 2 6 Firepower Notes Racke-Hak36 gun (8 crew) 10"/100cm 1 2 6 Firepower Notes Racke-			_									
Partic FILLO P Standard Tank 5 3 Hull MG. TANK-HUNTERS Standard Tank 10 5 1 Hull MG. ### Alf Standard Tank 10 5 1 Hull MG. ### Alf Standard Tank 10 5 1 Hull MG. ### Alf Standard Tank 10 3 1 Hull MG. ### Alf Standard Tank 2 14 3 + Hull mounted. ### Alf Standard Tank 3 1 Hull MG. Overloaded, Schürzen. ### Alf Hull mounted. ### Alf Hull mounted. ### Alf Hull mounted. ### Alf Hull MG. ### Alf Hull MG		_ , , , , , , , , , , , , , , , , , , ,	<i>I</i>		_							
TANK-HUNTERS Tagapanther Standard Tank 10 5 1 Hull MG S Hull mounted.			5				тоигитет.					
Standard Tank 10 5	TANK-HUNTERS	Surraura Turra	J	J	•	110111110.						
\$\begin{align*}{\text{Scm Pak43 gun}} \text{40"/100cm} 2 16 3+ \text{Hull mounted.} \\ \text{7.5cm Pak42 gun} 32"/80cm 2 14 3+	Jagdpanther	Standard Tank	10	5	1	Hull MG.						
7.5cm PaK42 gum 32"/80cm 2 14 3+ Hull mounted. NANTI-AIRCRAFT (SP) Wichelwind Quad Zem) Standard Tank 3 1 0 0 Hull MG, 2cm Flak X8 (V) gum 16"/40cm 6 5 5 5+ Anti-aircraft. Comparison	~ ·	40"/100cm	2	16	3+	Hull mour	nted.					
Name	Panzer IV/70 (A)	Slow Tank	8	3	1	Hull MG,						
Standard Tank 3	7.5cm PaK42 gun	32"/80cm	2	14	3+	Hull mour	nted.					
See	ANTI-AIRCRAFT (SP)											
Meapon Mobility Range ROF Anti-tank Firepower Notes	Wirbelwind (Quad 2cm)	Standard Tank	3	1	0	Hull MG.						
Weapon Mobility Range ROF Anti-tank Firepower body Notes 8.8m FlaK36 gun (8 crew) Immobile 40"/100cm 3 13 3+ Gun shield, Heavy anti-aircraft, Turntable. INFANTEY TEAMS Feam Range ROF Anti-tank Firepower Notes Assault Rifle team 8"/20cm 3 1 6+ Full ROF when moving. MG team 16"/40cm 3 2 6+ ROF 2 when primed down. 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 6. Cannot shoot in the Shooting Step if moved in the Movement Step. Panzerschreck team 8"20cm 1 2 6+ Full ROF when moving. Staff team 16"/40cm 1 2 6+ Full ROF when moving. Staff team 16"/40cm 1 2 6+ Full ROF when moving. Staff team 16"/40cm <td>2cm FlaK38 (V) gun</td> <td>16"/40cm</td> <td>6</td> <td>5</td> <td>5+</td> <td>Anti-aircr</td> <td>aft.</td> <td></td>	2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircr	aft.					
Namobile	GUN TEAMS											
Staff team	Weapon	Mobility	Range	e I	ROF	Anti-tank	Firepow	ver Notes				
Name	8.8cm FlaK36 gun (8 crew)	Immobile	40"/1000	em	3	13	3+	anti-aircraft,				
Name			INFΔ	NTRY 1	FAMS							
Assault Rifle team 8"/20cm 3 1 6+ Full ROF when moving. 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. Panzerschreck team 8"/20cm 2 11 5+ Tank Assault 5 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+ Moterman 16"	Team	Range				Firenower	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. Panzerschreck team 8"/20cm 2 11 5+ Tank Assault 5. Panzerschreck team 16"/40cm 1 2 6+ SMG team 4"/10cm 3 1 6+ Full ROF when moving. Staff team 16"/40cm 1 2 6+ Woves as a Heavy Gun team. TRANSPORT TEAMS								when moving				
Panzerfaust 4"/10cm 1 12 5+ Tank Assault 6. Cannot shoot in the Shooting Step if moved 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+ 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 TRUCKS Kfz 15 field car Jeep Motorcycle & Sidecar or Kubelwagen Jeep Motorcycle & Sidecar or Kubelwagen Jeep Motorcycle & Sidecar or Kubelwagen Jeep Optional Passenger-fired hull MG. Opel Kfz 68 radio truck Wheeled Std Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked Std Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked Std Kfz 250 half-track Half-tracked 1 0 0 0 Hull MG, Passenger-fired AA MG. **TARACTORS** Sd Kfz 250 half-track Half-tracked 1 0 0 0 Hull MG, Passenger-fired AA MG. **TARACTORS** Sd Kfz 250 half-track Fireform AA MG. *	MG team							~				
Panzerschreck team 8"/20cm 2 11 5+ Tank Assault 5 Rifle team 16"/40cm 1 2 6+ SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Kfz 15 field car Jeep - - - Optional Passenger-fired hull MG. Motorcycle & Sidecar or Kubelwagen Jeep - - - Optional Passenger-fired hull MG. Practors Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked - - - - ARMOURED PERSONNEL CARRIERS Blaf-tracked 1 0 0 Hull MG, Passenger-fired AA MG. Aircraft Weapon To-Hit Anti-Tank Firepower Notes His 129B3 Cannon 4 15 3+ Flying Tank, No HE.	Panzerfaust	4"/10cm	1	1	2	5+	Tank Assau Shooting St	alt 6. Cannot shoot in the tep if moved in the				
Rifle team	Panzerschreck team	8"/20cm	2	1	1	5+		•				
TRANSPORT TEAMS	Rifle team		1	2	2	6+						
	SMG team	4"/10cm	3]	Į	6+	Full ROF w	hen moving.				
Wehicle Mobility Front Side Top Equipment and Notes FRUCKS Kfz 15 field car Motorcycle & Sidecar or Kubelwagen Jeep Jeep Jeep Jeep Jeep Jeep Jeep Je	Staff team	16"/40cm	1	2	2	6+	Moves as a	Heavy Gun team.				
Kfz 15 field car Jeep Optional Passenger-fired Motorcycle & Sidecar or Kubelwagen Jeep Optional Passenger-fired hull MG. Opel Kfz 68 radio truck Wheeled FRACTORS Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked	Vehicle	N				ide	Тор	Equipment and Notes				
Motorcycle & Sidecar or Kubelwagen Jeep Optional Passenger-fired hull MG. Opel Kfz 68 radio truck Wheeled Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked (8t) half-track ARMOURED PERSONNEL CARRIERS Sd Kfz 250 half-track Half-tracked 1 0 0 Hull MG, Passenger-fired AA MG. AlrCRAFT Aircraft Weapon To-Hit Anti-Tank Firepower Notes Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+			I									
FRACTORS Sid Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked		elwagen		-		-	-					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 Half-tracked	Opel Kfz 68 radio truck	Ţ	Wheeled	-		-	-					
(8t) half-track ARMOURED PERSONNEL CARRIERS Sd Kfz 250 half-track Half-tracked 1 0 0 Hull MG, Passenger-fired AA MG. AIRCRAFT Aircraft Weapon To-Hit Anti-Tank Firepower Notes Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+	TRACTORS											
Sd Kfz 250 half-track Half-tracked 1 0 Hull MG, Passenger-fired AA MG. AIRCRAFT Aircraft Weapon To-Hit Anti-Tank Firepower Notes Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+	(8t) half-track	,	lf-tracked	-		-	-					
AA MG. AIRCRAFT Aircraft Weapon To-Hit Anti-Tank Firepower Notes Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+			10. 1 1			0	•	II II I G D				
Aircraft Weapon To-Hit Anti-Tank Firepower Notes Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+	Sd Kfz 250 half-track	На				0	0					
Hs 129B3 Cannon 4 15 3+ Flying Tank, No HE. MG 3 6 5+												
MG 3 6 5+	Aircraft	Weapon	To-Hit	Anti-	Tank	Firepower	Notes					
	Hs 129B3		4	1	5	-	Flying Tanl	k, No HE.				
VEHICLE MACHINE CHIC		MG										
VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower												
Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.							f other weap	ons fire.				

SPECIAL RULES

Panzer Kampfgruppe HQ (Trained) - p.69

A Panzer Kampgruppe (page 68), and a Panzergrenadier Kampgruppe (page 72), a Panzer Ausbildungs Verband (page 76), and Panzer Ausbildungs 500 (page 80) do not use the German Kampgruppe 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.