

# PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	1	Panzer IV/70 (A)	6.6% 105
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	3	Panzer IV/70 (A)	19.1% 305
Panzer Platoon (Trained) p.70	2	Jagdpanther	22.5% 360
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	3	Möbelwagen (3.7cm)	8.1% 130
SUPPORT PLATOONS			
Panzersturm Platoon (Trained) p.73	1	Cmd Panzerfaust Assault Rifle team	15.3% 245
	6	Panzerfaust Assault Rifle team	
	4	Sd Kfz 251/1	
Armoured Artillery Battery (Trained) p.89	1	Cmd SMG team	19.7% 315
	1	Kfz 15 field car	
	1	Staff team	
	1	Kfz 68 radio truck	
	4	Hummel	
	2	Observer Rifle team	
Heavy Anti-aircraft Gun Platoon (Trained) p.88	2	Sd Kfz 250	8.8% 140
	1	Cmd SMG team	
	1	Kubelwagen	
	2	8.8cm FlaK36 gun (8 crew)	
	2	Sd Kfz 7	

Desperate Measures - German Late-War - v4

# 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
<b>ARTILLERY (SP)</b>					
Hummel	Standard Tank	1	1	0	AA MG, Protected ammo.
<i>15cm sFH18 howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>3</i>	<i>2+</i>	<i>Smoke bombardment.</i>
<b>TANK-HUNTERS</b>					
Jagdpanther	Standard Tank	10	5	1	Hull MG.
<i>8.8cm PaK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Hull mounted.</i>
Panzer IV/70 (A)	Slow Tank	8	3	1	Hull MG, Overloaded, Schürzen.
<i>7.5cm PaK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>Hull mounted.</i>
<b>ANTI-AIRCRAFT (SP)</b>					
Möbelwagen (3.7cm)	Standard Tank	0	0	0	
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</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.

## 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.
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
<b>TRUCKS</b>					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Kfz 68 radio truck	Wheeled	-	-	-	
<b>TRACTORS</b>					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA 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**

When you need to take a Unit Last Stand, instead of rolling a Motivation Test for the entire Unit, roll a die for each Team in the Unit.

- 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.

Commanders 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.