

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1590

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	1	StuG G (late)	4.7% 75
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	4	StuG G (late)	19.2% 305
Panzer Platoon (Trained) p.70	3	Panzer IV/70 (V)	21.4% 340
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	3	Wirbelwind (Quad 2cm)	8.2% 130
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 CONFIDENT VETERAN	1	Tiger I E	13.5% 215
Heavy Panzerspäh Platoon (Trained) p.85	2	Sd Kfz 234/1 (2cm)	11.9% 190
	2	Sd Kfz 234/4 (PaK40)	
Grenadier Kampfgruppe Platoon (Trained) p.87	1	Cmd Panzerfaust Rifle/MG team	15.7% 250
	4	Panzerfaust Rifle/MG team	
	3	Weapons team	
	2	Panzerschreck team	
Rocket Launcher Battery (Trained) p.91	1	Cmd SMG team	5.3% 85
	1	Observer Rifle team	
	1	Kubelwagen	
	2	30cm NW42 rocket launcher	

Desperate Measures - German Late-War - v4

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>
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>
TANK-HUNTERS					
Panzer IV/70 (V)	Slow Tank	9	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>
ANTI-AIRCRAFT (SP)					
Wirbelwind (Quad 2cm)	Standard Tank	3	1	0	Hull MG.
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
RECONNAISSANCE					
Sd Kfz 234/1 (2cm)	Jeep	3	0	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>
Sd Kfz 234/4 (PaK40)	Jeep	3	0	0	AA MG, Recce.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
30cm NW42 rocket launcher	Light	56"/140cm	-	2	1+	Rocket Launcher, Super-heavy rockets.
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	2	4+	
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	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	-	2	4+	

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
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

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.

Heavy Panzerspäh Platoon (Trained) - p.85

Panzerspäh Patrols are Reconnaissance Platoons.

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

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.

Rocket Launcher Battery (Trained) - p.91

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Superheavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

Schwere Panzer Platoon - p.83

A Schwere Panzer Platoon uses the Tiger Aces special rules on page 71 of the rulebook.