

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	2	Panzer IV J	8.4% 135
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	4	Panzer IV J	16.9% 270
Panzer Platoon (Trained) p.70	3	Panther G	26.9% 430
Panzer Platoon (Trained) p.70	3	Panzer IV/70 (A)	19.1% 305
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	2	Ostwind (3.7cm)	6.3% 100
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83 CONFIDENT VETERAN	3	Hetzer	17.2% 275
Tracked Panzerspäh Platoon (Trained) p.85	3	Aufklärer 38(t)	5.3% 85

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					
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>
TANK-HUNTERS					
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>
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>
ANTI-AIRCRAFT (SP)					
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>
RECONNAISSANCE					
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>

VEHICLE MACHINE-GUNS

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
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.

Schwere Panzer Platoon - p.83

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